

PRIMA® OFFICIAL GAME GUIDE

Naruto The Broken Bond OSG (Prima)

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SHONEN JUMP

NARUTO

THE BROKEN BOND

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SHONEN JUMP

NARUTO

THE BROKEN BOND

PRIMA Official Game Guide

Written by Fernando Bueno



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Fernando Bueno

Fernando "Red Star" Bueno (aka dukkha) has been a gamer since opening his first Atari, and has been writing creatively since his early years in high school. During college he combined his loves for gaming and writing and began freelancing for popular gaming websites. The San Diego native found his way to Northern California shortly after high school. After graduating from the University of California, Davis, with a dual degree in English and Art History, he was able to land a job as an editor for Prima Games. Though happy with his position as an editor, his life called him to Las Vegas where he now resides. During the move to Nevada, he also made the move to author and has since written a number of game books, including *Naruto Uzumaki Chronicles 2*, *Prince of Persia: Two Thrones*, *Fight Night Round 3*, and *Stubbs the Zombie*.



In his time off he enjoys the works of Hermann Hesse, Johann Van Goethe, Franz Kafka, and EGM. When not writing for Prima, he continues to work on his craft as a poet.

We want to hear from you! E-mail comments and feedback to fbueno@primagames.com.

The Littlest Ninja

This book is dedicated to my little niece, Ava. May her fiery spirit remain until well past her toddler years.

Acknowledgements: Like Naruto and his ramen, I can't get enough of these NARUTO titles! Believe it! Thanks Todd Manning, for making sure you keep my NARUTO addiction well fed. Thanks to Sean Schu...Sean Schu...Shoo...Thanks, Sean for having my back on this and our other NARUTO titles.

Many thanks to the people who made this great game possible, VIZ Media and Ubisoft. You've made all NARUTO fans' dreams come true by letting us venture around the Hidden Leaf Village.

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Chapter 1: Welcome Back to the Village!



Meet Naruto!

If there is one thing that Naruto is accustomed to, it's being underestimated. At first glance, he may seem like just some bratty runt out to cause trouble. After getting to know him, people usually find an extremely dedicated ninja who is loyal to his friends. Such is the case with the *NARUTO* franchise. At first, *NARUTO* may seem like most other animes, but after giving it half a chance, viewers and readers alike always find something a lot deeper.

The story of Naruto is about a lot more than cool jutsu, awesome summon creatures, and high-flying ninja. It's about the will to persevere, grow, and develop strong bonds with the people around you. As he grew up an orphan, Naruto was shunned. Often ostracized by the very villagers he had been sacrificed for. Twelve years prior to the first episode, Naruto's body had been used as a prison for a large Nine-Tailed Fox Spirit that was attacking the village.

From the minute his body became the Nine-Tailed Fox Spirit's new home, his life was changed. Instead of showing him gratitude for serving as the spirit's prison, though unbeknownst to him, the villagers grew spiteful of what he represented. As he grew up, Naruto took notice of the villagers' resentment, though not knowing why, and one day decided that he had something to prove. He would one day become a Hokage, the Hidden Leaf Village's leader and most respected figure.

From that day forth, Naruto began to train, help others, develop strong relationships, and earn the village's respect little by little. It hasn't been an easy road for our favorite knuckleheaded ninja, but he wouldn't have it any other way.

Previously in *NARUTO: Rise of a Ninja...*

In Naruto's previous Xbox 360 adventure, he'd been paired up with Sasuke Uchiha and Sakura Haruno to form Squad 7. Under their sensei, Kakashi Hatake, they'd embarked on a series of adventures. They traveled to the Land of Waves, where they fought their first high-rank enemies, Zabuza Momochi and Haku. Upon returning to the Hidden Leaf



Village, they participated in the Chunin Exams. It was during the Chunin Exams that the Hidden Leaf Village was attacked! The mysterious Sand Siblings, Gaara, Temari, and Kankuro, helped the treacherous Orochimaru launch a traitorous assault on the Hidden Leaf Village!

As the enemies' plans slowly fell apart, the Sand Siblings fled and the Leaf Ninja gave chase! When the Hidden Leaf Ninja caught up to the sinister Sand Siblings, Naruto and Gaara faced off in a battle for the ages!



Using this Ninja Manual

NARUTO NOTES, KAKASHI SAYS, AND SAKURA SCREAMS BOXES



At first, I was eager to go on ninja missions. I rarely looked before I leapt. But after being on Kakashi-sensei's squad for a while, I've learned to always take note of where I am, where I am going, and what I should do. I don't need Neji's Byakugan to make intelligent observations! Check my boxes to hear what I have to say about the game, this ninja manual, or even the world of NARUTO. Believe it!



Cha!!! I've had plenty of practice saving Naruto's butt! So as a medical ninja, I'm used to keeping people safe. If you ignore Naruto, which I often do, then you'd better make sure to check out my Sakura Screams boxes. These warning boxes are meant for one thing: Keeping you alive!



I'm not a conventional sensei. In fact, I take pride in working outside the box. In this ninja manual, however, I work inside these boxes. My special boxes are full of little bits of ninja wisdom. These tip boxes will often point out special objects, suggest special techniques, or even refer you to a particularly helpful section of this ninja manual. We may not be on the battlefield, but I can still help you become a better ninja...

MEMORABLE MOMENT BOXES

On occasion, we look back on one of the many characters' most memorable moments in one of these boxes. Relive your favorite moments from the animated *NARUTO* series or learn something new if you've missed an episode!

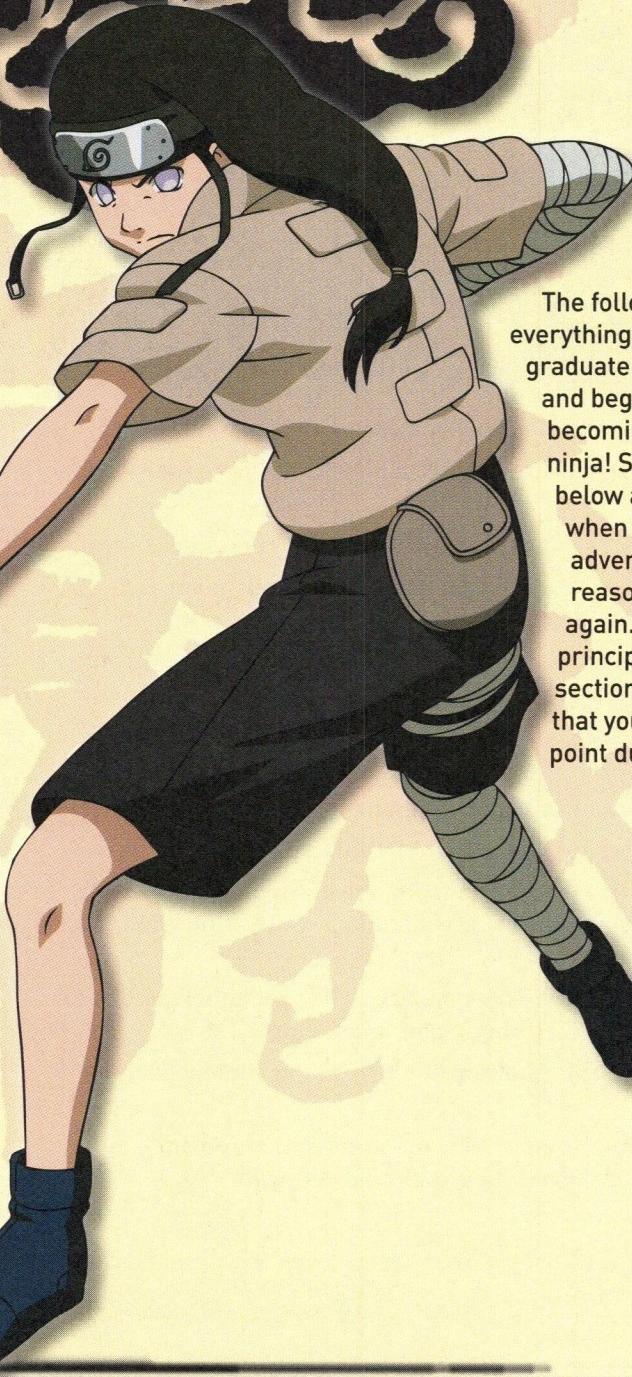
NARUTO 101

We know that not everyone is a *NARUTO* fanatic. For those people, there are *Naruto 101* boxes. These sidebars contain little bits of trivia about the world of *NARUTO*. You can learn about things like your favorite character or the world of *NARUTO*. For example...

NARUTO 101:

DID YOU KNOW THAT MASASHI KISHIMOTO, NARUTO'S CREATOR, FREQUENTLY MAKES PERSONAL COMMENTARY ABOUT HIS LIFE IN THE PAGES OF THE NARUTO MANGA?

Chapter 2: Ninja Academy



I like training and all that, but I like going on missions, too! That's why the following section will cover controls for fighting and adventuring (when I'm not fighting). Smart!

The following pages cover everything you need to know to graduate from the Academy and begin the path to becoming a full-fledged ninja! Some of the principles below are briefly covered when you begin your adventure, but there is no reason not to go over them again. For the most basic principles, consider this section a refresher course that you can refer to at any point during your adventure.



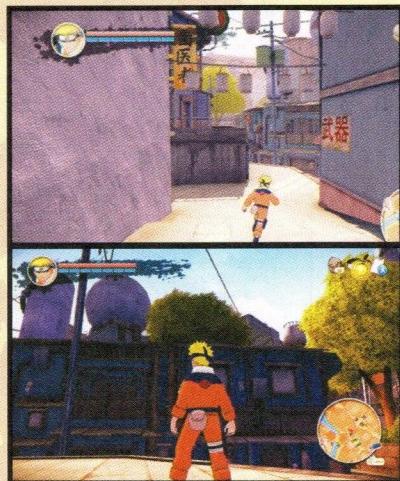
Adventuring Basics

Adventure HUD



- Health Bar:** This indicates your maximum and current health
- Chakra Bar:** This indicates your maximum and current chakra level
- Current Ninja:** This indicates which ninja you currently control
- Team Roster:** This shows which ninja are on your team and where on the D-pad they are mapped
- Team Member Health and Chakra:** These show the current health and chakra level for your teammates
- Jutsu Timer:** This shows how much time you have until your current jutsu expires
- Timer:** This timer only appears when on a timed mission
- Danger Indicator:** These appear only when you sense danger
- Radar/Balance Bar:** Radar appears only during certain "search" missions. While you're walking up walls or on water, a balance bar appears.
- Quick Access Buttons:** These buttons offer you quick access to your Inventory, Character Sheet, and Quest Log
- Quest Objective:** This shows your current quest objective and current progress
- Mini-Map:** This mini-map shows the immediate area and key points (like map markers) while you're adventuring

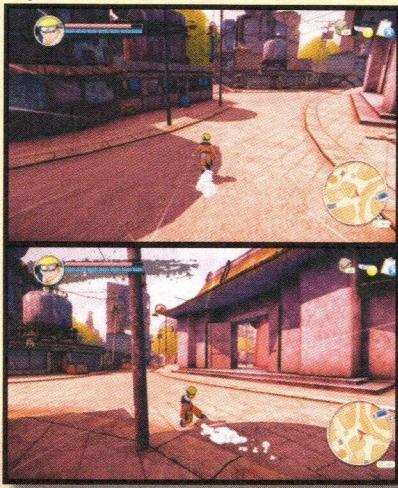
Camera and Movement



Action	Control
Walk	L
Look	R
Re-center camera	Click R

We address camera and movement together, not because they're both controlled by the thumbsticks, but rather because the two work together. This is most important while adventuring, but making good use of the camera while moving about often can be the difference between life and death. Don't just move around the environment while the camera remains in a static position. Instead, use the camera to see around corners, below you into pits, and above you to spy traps. By making use of both thumbsticks while adventuring you ensure that you're prepared for whatever may lay ahead.

Sprint and Slide



Action Control

Sprint RT

Slide LT



As an adventurer, you will often have to navigate past deadly pits, over paper bombs, and other dangerous traps. The key to jumping is not to just tap on the button, but to use as much pressure as needed to leap as high as you want. If you want to just skip over a low trap but avoid one above, lightly tap on the Jump button. If you want to jump really high, press and hold the Jump button until you hit the peak of your jump. To jump farther, not higher, use dash jumps or double jumps. With double jumps, you can direct where you land during mid-jump. Before pressing the Jump button a second time, direct your ninja where you want him to land. With a dash jump, you can leap even farther than with a double jump, but you can only jump out in a straight line.

Sometimes you'll need to get from point A to point B within a certain time period. Whether you're making deliveries or trying to win a race, sprinting and sliding are critical. To Sprint, hold RT while moving around. As long as you hold RT you'll dash to wherever you need to go. However, it's harder to turn sharply while in full sprint. To make sharp, precise turns, hold LT and move in the direction you want to turn. When you do, you'll automatically slide in that direction.

Jump, Dash Jump, and Double Jump

Action Control

Jump A

Double Jump A, A

Dash Jump A while sprinting

Context-sensitive Button



Action Control

Talk x

Break x

Wallrun Rapidly press x while near a wall

Walk on Water Rapidly press x after walking down a ramp onto water

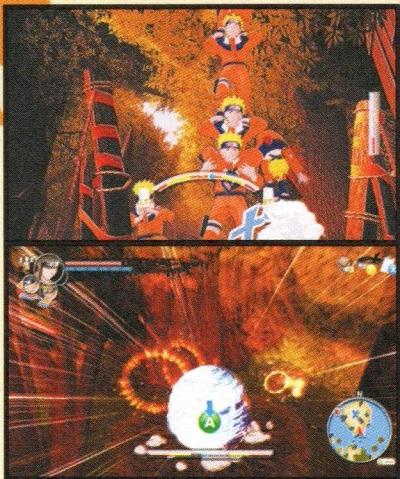
While adventuring, you must be able to talk to people and interact with objects. After you approach an object or someone to talk to, an on-screen prompt appears to press x . Depending on what you want to do, the purpose of the button will change. For example, if you walk up to a blue barrel, you'll be prompted to break it. If you walk up to a person, you'll be prompted to talk with them. You also can use this button to walk up trees, walls, or on water!

Jutsu

Action Control

Initiate Jutsu LT , then execute respective hand sign for desired jutsu





Even though you may not be in battle, you may need to use jutsu to continue. Whenever you encounter a wall with a spiral icon, a broken bridge, a wall with a large circular indentation, or a shack with orange bands, you can use a specific character's jutsu to get past the obstacle. In some cases, certain ninja like Shikamaru, Choji, Kiba, and Neji can even use their jutsu near traps. Shikamaru and Choji can use their jutsu to pull teammates out of danger, and Neji and Kiba can use their jutsu to detect hidden traps. Mix up your teams to ensure that you have a wide variety of jutsu at your disposal while adventuring.

Team Management

Action	Control
Switch Team Member	△, □, or ◇
Split Up Team	△, □
Regroup Team	△, □ after splitting team up



The ninja on your team have varied skills. Sometimes, one ninja will be better equipped to deal with a situation—like getting past a certain roadblock—than others. In those cases, you must split up the team or take control of another member of your team. When you do, press the D-pad in the direction of the desired ninja as shown on the Team Roster menu (top left corner of your HUD) to select that ninja. For example, if you are in control of Naruto, but want to control Neji, locate Neji in the Team Roster menu. If Neji is mapped to ◇, press ◇ to switch to Neji. However, if you need to split up the team and continue alone, press △, □ to split up the team, then use the other controls to cycle to the desired ninja.

Tree Action Sequences

Whenever you must pass from one large map area to another, you must do it through Tree Action Sequences. These treetop-hopping sequences are high-speed, white-knuckle action events that test your visual recognition and reflexes. As you speed from tree to tree, you must pass through blue arches to move safely. If you speed through a red arch, you'll take damage and be slowed down. Use the left thumbstick (○) to shift from left to right as you go, bounding from blue arch to blue arch. You can gain speed by jumping (pressing A) just as you land on a branch to maintain momentum. Each time you pass through a Tree Action Sequence for the first time, you will be timed. If you reach the other side of the sequence before time runs out, you master it. If you don't master it on your first attempt, you will continue to be timed each time you perform that specific Tree Action Sequence until you do. Watch for the special arches listed here to know which branches to land on and which to avoid. Once you master a Tree Action Sequence, you'll earn 150 ryo and 15 gold coins!



These arches slow you down and inflict damage.





It is safe to pass through this arch.



Landing on this arch nets you 10 ryo!

- Health Bar:** This indicates your maximum and current health
- Chakra Bar:** This indicates your maximum and current chakra level
- Current Ninja:** This indicates which ninja you currently control
- Teammate:** This shows the other ninja on your team
- Team Member Health and Chakra:** These show the current health and chakra level for your teammate
- Jutsu Timer:** This shows how much time you have until your current jutsu expires
- Timer:** This shows the current time limit for the round
- Overdrive Bar:** As you inflict or take damage, this bar fills up, allowing you to execute jutsu
- Rage Indicator:** Once your overdrive bar is full, your Rage indicator appears
- Rounds Won:** These indicate the rounds needed to win. An orange circle indicate a round won.

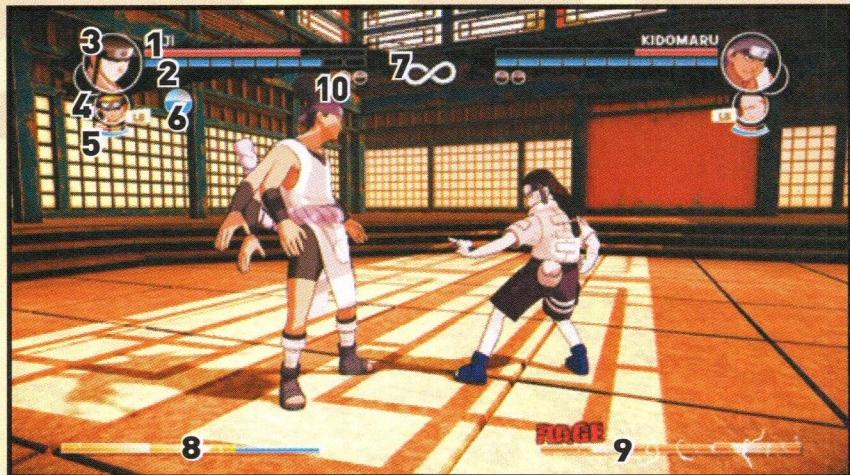
Fighting Basics

The following controls only apply while you're in a fight.



Even though there are only nine Tree Action Sequences, there are really 18 to master (one in each direction). I mastered all 18 by running one way, then turning around running it backwards. That way, I didn't lose track of which I had mastered and which I hadn't. Always think ahead...

Fight HUD



Attacks

Action	Control
Horizontal Attack	X
Vertical Attack	Y



At its most basic, fighting boils down to two attacks, horizontal and vertical. By combining these attacks with movement on **L** and other attack combinations, you can string together combos that increase damage, knock enemies away, or even knock foes into the air. Each fighter is unique, so their combos are their own. However, every fighter makes use of the basic attacks.



Grabs and Throws



Action	Control
Grab	RT

When enemies get too close for comfort, use grabs and throws to take them by their clothes and toss them into the air. While they're in the air, you'll leap into the air and pummel them before sending them crashing to the ground below. These attacks can be very useful in dire situations, dishing out major damage.

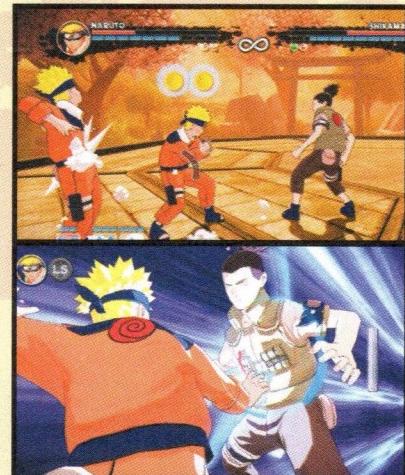
Block and Substitution Jutsu



Action	Control
Block	B
Substitution Jutsu	L + B , at moment of impact from incoming blow

No ninja worth his weight in ramen would fight without using defensive measures. Blocking is just as necessary a part of fighting as punching and kicking. When enemies attack, hold **B** to block incoming attacks. If your opponent manages to land a few strikes, don't give up on the block. You can always block the final few blows of a combo. In fact, you can block entire combos except Killer Combos. On the other hand, more skilled ninja can use the Substitution Jutsu to counterattack an incoming blow. Just as the enemy's attack makes contact, press **L + B** to disappear and reappear behind your foe. Once you've outmaneuvered them, counterattack with combos or jutsu!

Execute Jutsu



Action	Control
Initiate Jutsu	LT , then execute respective hand sign for desired jutsu, then release LT in the chakra zone before the jutsu is cancelled

Jutsu are useful while adventuring, but they're absolutely necessary against tough enemies in battle. Because each ninja is unique, we can't list all jutsu here. However, the principles of jutsu in combat are the same for everyone. After filling up your



Kakashi-Sensei

overdrive bar, you can execute jutsu. If you fill the overdrive bar to level one, you can execute your weakest jutsu. At level two, you can perform a harder-hitting jutsu, and so on. Once you've filled the overdrive bar, begin the jutsu by holding **L1** then executing the required hand signs. After performing the hand signs, release **L1** and execute the jutsu's follow through (if any). Because jutsu execution requires a small amount of time—they're not instantaneous—you'll often need enough elbow room to perform the hand signs without being interrupted. That's why you should always knock the enemy far away with a Killer Combo before attempting to perform a jutsu. Once the enemy is on the ground, initiate the jutsu and punish your rival!



Don't worry, all of the ninja's jutsu are listed in their profiles! So if you want to know how to perform Bushy Brow's Eight Inner Gates, flip to the Cast chapter. Mine are the best, though! Believe it!

After you've performed a Great or Perfect jutsu, you can increase the damage ability of your jutsu by a 1.20x multiplier. If you were sleeping during ninja math class, that means that if you maximize the damage multiplier, you will do 1.20 times more damage with your jutsu. All you have to do is rapidly press **A** when the damage multiplier appears on the screen. Of course, it will only appear after you've performed a jutsu well to begin with—for example, if you get a direct hit with Sasuke's Phoenix Flower Jutsu or if you match all the on-screen commands with Naruto's Shadow Clone Jutsu. Get it?

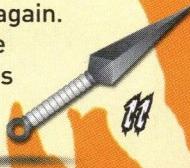


Rage Mode



Action	Control
Activate Rage State	L1 + RT , when overdrive meter is full

Every ninja has a breaking point. Whether Choji's been called fat too many times or Sakura's inner self finally emerges, every ninja has the ability to dramatically increase their speed and strength. This is called their Rage mode. Once a ninja has completely filled their overdrive bar, they can activate their Rage mode. While enraged, the ninja will inflict more damage and move slightly faster. They also do not take damage to their regular health bar. Because their regular health bar is replaced with a Rage meter that slowly fades until Rage mode wears off, the enraged ninja can safely absorb an enemy's attacks. This makes Rage mode the ultimate tide-turner. Once you've activated Rage mode, however, you empty your overdrive bar and cannot execute jutsu until you fill it again. Use Rage mode intelligently. Either finish off enemies while you're enraged or use it to buy you some time and possibly turn the tables on an enemy when you're on the verge of defeat.



Principles of Advanced Combat

Killer Combos



Killer Combos are not like normal combos. Killer Combos increase the damage with each blow, culminating in a hit so powerful it knocks enemies clear across the battleground and inflicts major damage. Learn your favorite fighter's Killer Combos (like Naruto's Sneaky Clone) and use them frequently in battle to knock huge chunks of health off your opponent's health bar. When setting up jutsu, use Killer Combos instead of regular combos to create a lot of distance between you and your enemy.

Co-op Attacks

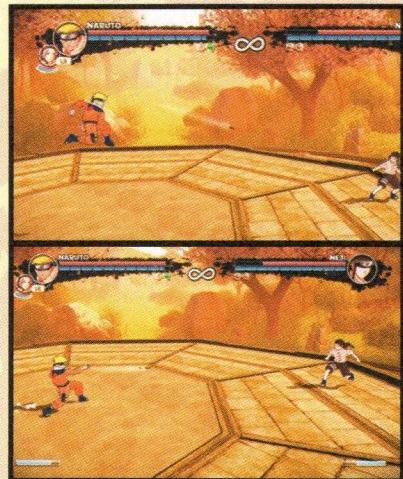


Action	Control
Co-op attack	LB upon final hit of Killer Combo, then use D-pad to select teammate

Co-op attacks are only available when you fight alongside teammates. So you can't use them all the time, but when you can, it compounds the amount of damage you inflict on an enemy while tagging in a partner. Just as you deliver the final blow of a Killer Combo, press LB to initiate the co-op attack, then press D-pad in the direction of your desired teammate. When your teammate tags in, he'll rush in and bounce the enemy back to you. You'll then knock the enemy up in the air, and your partner will slam him back down. Not only do you increase the amount of damage you inflict, but you can switch between

teammates at critical times while doing so. If your health is running low or you need to retreat your main fighter, use co-op attacks to do so in spectacular fashion.

Kunai Attacks



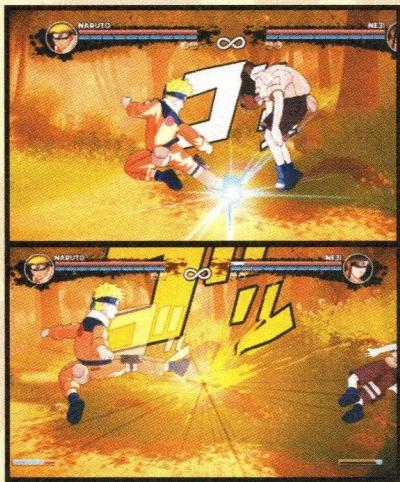
Action	Control
Throw Kunai	RB from a distance
Kunai Slash	RB while in close quarters
Aerial Kunai	A, RB
Aerial Kunai Slash	A, RB while in close quarters

The kunai attack is often the most overlooked attack in your arsenal. Use kunai throws to disrupt an opponent's jutsu hand signs or to keep them at bay. If you can anticipate when an enemy will initiate a jutsu, immediately fire off a few kunai to throw them off their game. Not only will you keep them from executing a potentially devastating attack, but you'll make them waste their chakra! Best of all, you also can also execute a kunai slash in close quarters. Even though a kunai slash is essentially the same as another melee attack, it's slightly faster than a standard attack, and can break an opponent's block.



If you purchase explosive kunai, you could carry both regular and explosive kunai in your inventory. Switch between them during battle to confuse your enemy by mixing up your attacks.

Aerial Attacks



Second to kunai attacks, the most underrated aspect of your fighting repertoire are aerial attacks. Whether they are basic aerial attacks (A , then X), aerial kunai, aerial throws, or even aerial combos, these attacks should be a complement to your fighting style. Some enemies are jumpier than others. When facing those enemies, your fighting style will suffer if you can't use proper aerial techniques. Practice your aerial fighting game to make your fighting style more robust and balanced.

Flying Kicks



Action	Control
Flying Kicks	A , then X or Y

Flying kicks are different from other aerial attacks because they don't necessarily attack in the air. Unlike aerial combos, which tend to juggle enemies in midair, flying kicks are meant to attack opponents on the ground by coming down on them with devastating kicks! Use flying kicks to surprise enemies from above after dodging one of their attacks. They're not quite counterattacks because you can execute them at any time, but they are very effective in keeping grounded enemies guessing.

Tripping



Nearly all fighters have a tripping attack (usually $\text{L} + \text{X}$). These sneaky attacks are best used to throw enemies off their guard. By taking enemies to the ground, you can either dash away to gain distance and set up a second attack, or initiate a level one jutsu. Unlike standard combos, these attacks should not be used as your "bread and butter" attacks to whittle away an enemy's health, but rather as set up for more powerful attacks. Tripping is especially effective against speedy enemies that tend to move around the arena more than others.



Tanzaku Town Mini-games!

Flying Fan

The flying fan game is not as much about accuracy as much as it is about patience. Hold the kunai button while the fan twists and slides left and right. When you're ready, let loose the kunai and hit the fan to score points. If you hit the fan in the white area, you score five points. Hit it with the majority of the kunai landing in the colored circle at its center and score 10 points. To master this game, remember the following:

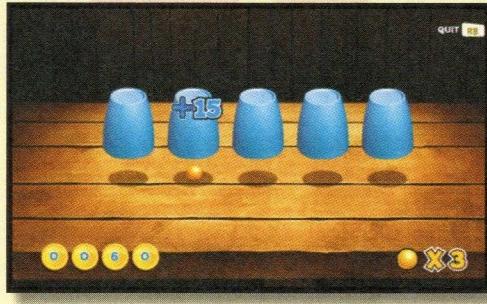
1. Don't be afraid to slide your kunai left and right to get a better shot.
2. There is no timer, so don't fire unless you're certain you have a good shot.
3. Don't fire when the fan is twisting. The surface area of the fan decreases, making it harder to hit even if it is directly in front of you.
4. Once you've fulfilled the round requirement for points, use your remaining kunai to increase your score.
5. The more points you score in the early rounds, the fewer points you'll need in later rounds to master it.



Cup Game

The cup game is a favorite game of hustlers near and far. There is no real trick to this game other than to not blink! In fact, even though it may sound silly, wait to blink between rounds. If your eyes get watery from watching the cups intently, take your time at the end

of the round (before you make your cup selection) to let your eyes rest. Keep your eyes fresh and your mind keen.



Candy Drop



Candy drop is every little ninja's dream. Simply press the appropriate button to catch the falling candy! If a green candy is falling, press the green button (**A**) to catch it. However, you'll need good timing to catch the candy. Wait for the candy to fall far enough to pass the button indicator. Just as it does, it will slow down for a split second, long enough for you to press the button and scoop the candy into the chute. If a pink star is falling in place of a candy, scoop it up for extra points. Avoid the nuts and bolts, though—they'll cost you points!

Kingyo Sukui



The Kingyo Sukui game, or fish-scooping game, requires a keen eye, quick reflexes, and smart planning to master. As the fish swim around in the little pool, your goal is to scoop them out and score points according to their color—dark fish are worth 10 points, gold fish are worth 5, and orange fish are worth 3. Because each round requires 15 points to continue, you should at least scoop one dark fish per

round. To master this game, keep the following in mind:

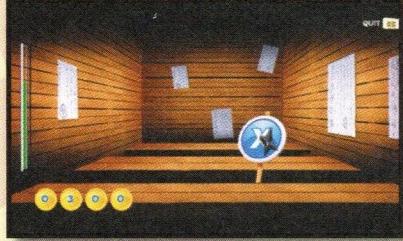
1. Scoop several fish with each scoop as often as possible. It's better to grab two orange fish than one gold.
2. Don't waste scoops! Try for one dark fish per round, but not at the cost of scooping multiple fish. (Unless you absolutely need to catch at least one dark fish to continue.)
3. Don't scoop turtles. They'll break your scoop!
4. Only dip the scoop underwater until you're ready to scoop something up. If you keep it underwater too long, it'll break!
5. The more points you score in the early rounds, the fewer points you'll need in later rounds to master it.

Target practice looks simple, but is deceptively complex. The point of target practice is to hit the center of the target with a shuriken. The closer to the center you hit, the more points you score. However, you must find a fine balance between aiming the slippery crosshairs and throwing the shuriken with the right amount of force. Follow these tips to master target practice:

1. Aim as close as possible to the target, but take momentum into account. The crosshairs behave a lot like a magnet as it gets near another magnet with the opposite charge. The closer it gets to the center, the more it will "push" around or away from the center. Take this into account before you ready your shuriken.
2. The more points you score in the earlier, easy rounds, the fewer points you'll have to score in later rounds to master the game.
3. Don't throw the shuriken too hard. Release the throw button just as the meter hits the line and turns green.



Shuriken Toss



The shuriken toss is an easy game to learn, but it's hard to master. The goal is simple. Press the button to match the corresponding target as soon as it pops up. If the target has tape on it, don't press the button to toss the shuriken. There are no real tricks to this game other than to keep your thumb centered between all four face buttons. That way, when a target pops up, your thumb doesn't have to travel too far before reaching the appropriate button. Each target is timed, so if you don't toss the shuriken before it disappears, you'll lose.

Snake Smash

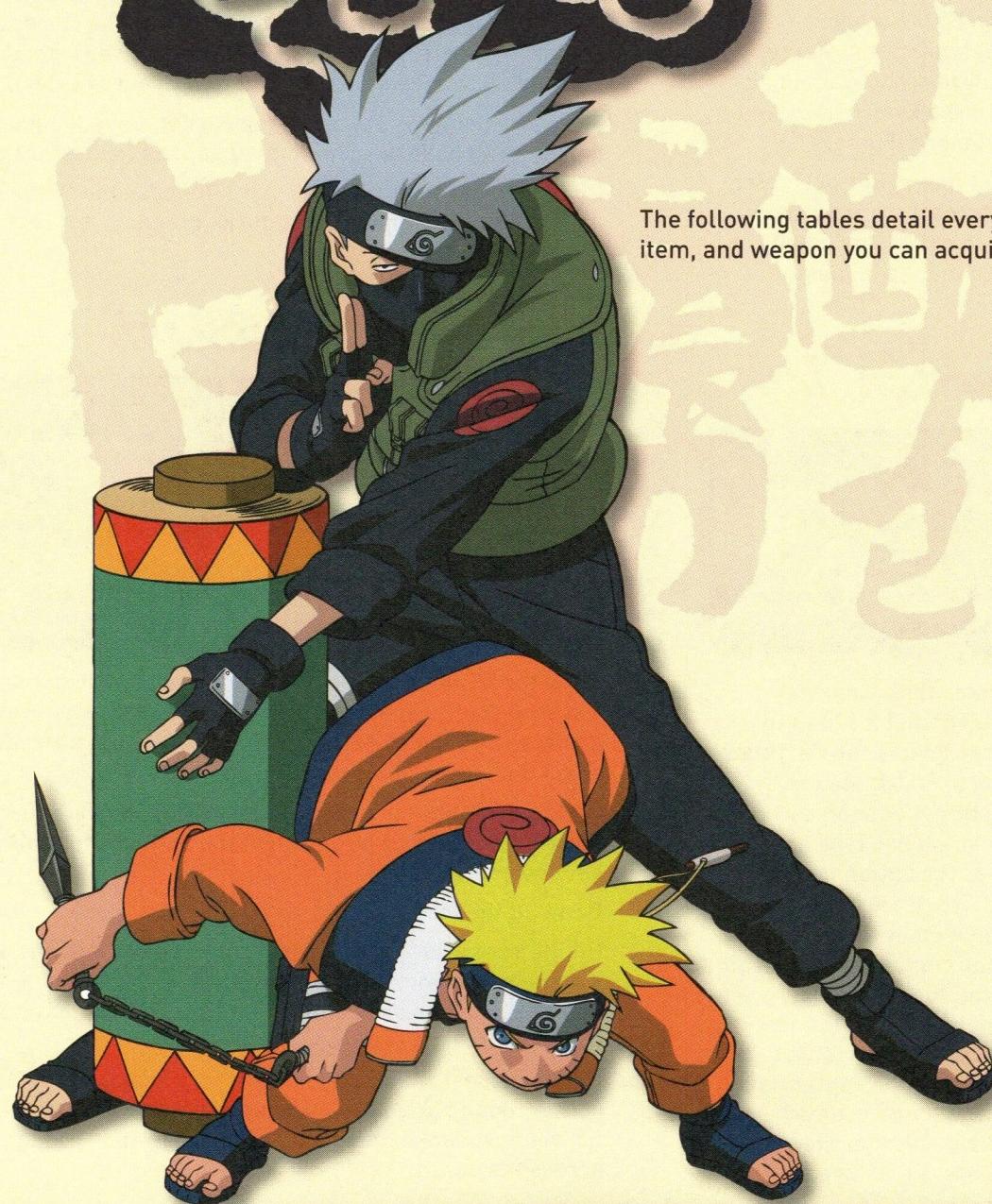
The trick to snake smash is to be patient and accurate. Hit more snakes in a row (without missing) to build up your multiplier. Once you've got your 4x multiplier, rack up as many points as possible. Here are a few tricks to master snake smash:



1. Draw the mallet back, ready to strike, and let it go once you've targeted your snake. Don't smash the button when you want to hit a snake. As soon as you've hit one snake, hold the button down again until you're ready to let it go.
2. Build up multipliers by not missing. That means you must be more patient before letting go of the mallet. Otherwise, you'll only get one point per snake.
3. Don't hit the frogs!
4. Hit the snakes in the order that they appear. It is just as much a game of memory as it is of reflexes. If you fail to hit a snake before it retreats back into its hole, you lose a mallet and reset your multiplier.
5. Hit the closest snakes first. If you hit a snake in the top right corner, don't rush all the way across to the bottom left corner for the next snake. Instead, hit one below it as you move across the board.



Chapter 3: Ninja Tools



The following tables detail every scroll, item, and weapon you can acquire.

Attack Scrolls

Attack Scroll	Description, Level 1	Level 2	Level 3
Chakra Leech	Converts 25 percent of damage you inflict into chakra.	Converts 50 percent of damage you inflict into chakra.	Converts 75 percent of damage you inflict into chakra.
Steel Mastery	Increases the damage inflicted by kunai by 15 percent.	Increases the damage inflicted by kunai by 25 percent.	Increases the damage inflicted by kunai by 50 percent.
Jutsu Mastery	Increases the damage caused by jutsu by 20 percent.	Increases the damage caused by jutsu by 30 percent.	Increases the damage caused by jutsu by 40 percent.
Iron Fist	Increases the damage caused by your combos by 20 percent.	Increases the damage caused by your combos by 30 percent.	Increases the damage caused by your combos by 40 percent.
Inner Fox	Increases the rate at which your overdrive meter fills by 20 percent.	Increases the rate at which your overdrive meter fills by 30 percent.	Increases the rate at which your overdrive meter fills by 40 percent.
Wind Strength	Increases the damage caused by aerial attacks by 25 percent.	Increases the damage caused by aerial attacks by 45 percent.	Increases the damage caused by aerial attacks by 65 percent.
All for One	Gives you more time to trigger a co-op attack and inflict more damage.	Increases the amount of time by a little.	Increases the amount of time by a lot.
Killer Impact	Finishes your combos with a bang by increasing the damage of the final hit by 40 percent.	Finishes your combos with a bang by increasing the damage of the final hit by 60 percent.	Finishes your combos with a bang by increasing the damage of the final hit by 80 percent.
Stun	Your opponent's recovery time from Killer Combos is increased by 50 percent, giving you more time to perform jutsu.	Your opponent's recovery time from Killer Combos is increased by 75 percent, giving you more time to perform jutsu.	Your opponent's recovery time from Killer Combos is increased by 100 percent, giving you more time to perform jutsu.
Wind Impact	Your opponent will take 75 percent longer to recover from hits while in the air.	Your opponent will take 100 percent longer to recover from hits while in the air.	Your opponent will take 150 percent longer to recover from hits while in the air.
Seal Mastery	Increases the speed of your jutsu charge by 15 percent.	Increases the speed of your jutsu charge by 30 percent.	Increases the speed of your jutsu charge by 45 percent.
Rage	Increases the length and damage of your Rage by 25 percent.	Increases the length and damage of your Rage by 50 percent.	Increases the length and damage of your Rage by 75 percent.

Defense Scrolls

Defense Scroll	Description, Level 1	Level 2	Level 3
Reflex	Gives you a 10 percent chance of blocking enemy attacks automatically.	Gives you a 20 percent chance of blocking enemy attacks automatically.	Gives you a 30 percent chance of blocking enemy attacks automatically.
Inner Strength	Increases how fast your chakra regenerates by 20 percent.	Increases how fast your chakra regenerates by 40 percent.	Increases how fast your chakra regenerates by 60 percent.
Windfall	Increases the number of ryo you receive by 50 percent.	Increases the number of ryo you receive by 75 percent.	Increases the number of ryo you receive by 100 percent.
Chakra Touch	Your opponent's chakra decreases by 35 percent of the damage he receives.	Your opponent's chakra decreases by 55 percent of the damage he receives.	Your opponent's chakra decreases by 75 percent of the damage he receives.
Chakra Sponge	Increases the amount of chakra an enemy needs to perform a Substitution Jutsu and other jutsu by 50 percent.	Increases the amount of chakra an enemy needs to perform a Substitution Jutsu and other jutsu by 100 percent.	Increases the amount of chakra an enemy needs to perform a Substitution Jutsu and other jutsu by 150 percent.



Defense Scroll	Description, Level 1	Level 2	Level 3
The First	Slows the increase of your enemy's overdrive bar by 25 percent.	Slows the increase of your enemy's overdrive bar by 50 percent.	Slows the increase of your enemy's overdrive bar by 75 percent.
Chakra Skin	Reduces the damage you receive from jutsu by 15 percent.	Reduces the damage you receive from jutsu by 30 percent.	Reduces the damage you receive from jutsu by 45 percent.
Iron Skin	Reduces the damage you receive from combos by 10 percent.	Reduces the damage you receive from combos by 20 percent.	Reduces the damage you receive from combos by 30 percent.
Quick Feet	Get up from being knocked down 35 percent faster.	Get up from being knocked down 55 percent faster.	Get up from being knocked down 75 percent faster.
Wind Speed	Recover from hits 35 percent faster while in the air.	Recover from hits 55 percent faster while in the air.	Recover from hits 75 percent faster while in the air.
Substitution	Gives you a 10 percent chance of performing a Substitution Jutsu when blocking.	Gives you a 15 percent chance of performing a Substitution Jutsu when blocking.	Gives you a 20 percent chance of performing a Substitution Jutsu when blocking.
Blade Skin	Reflects 15 percent of damage back on an enemy when you block his attacks.	Reflects 25 percent of damage back on an enemy when you block his attacks.	Reflects 35 percent of damage back on an enemy when you block his attacks.

Special Scrolls

The following scrolls can be obtained only by finding each character's ninja card, then defeating them in battle! To locate every ninja card, see the "Secret Character Scrolls" section in the Naruto Gaiden chapter!

Special Scroll	Type	Description	Character to beat	Location of Ninja Card
Freezing Kunai scroll	Attack	Increases your kunai damage by 150 percent.	Haku	Hot Spring Resort
Mist scroll	Attack	Increases the damage caused by combos by 100 percent.	Zabuza	Hot Spring Resort
Wind Master scroll	Attack	Increases damage done by aerial attack by 150 percent.	Temari	Remote Forest
Sand Shield scroll	Defense	Decreases the damage you receive from combos by 50 percent.	Gaara	Remote Forest
Snake Skin scroll	Defense	Takes 75 percent of damage you receive from your chakra.	Orochimaru	River Crossing
Granny scroll	Defense	Allows teammates to regenerate health while they are on the bench.	Tsunade	Temple Ruins
Way of the Third scroll	Attack	Increases the damage caused by your jutsu by 100 percent.	Sarutobi	Temple Ruins
Rapid Eye scroll	Defense	Substitutes 40 percent of attacks automatically.	Itachi	Enemy Camp
Shark Skin scroll	Defense	Reflects 65 percent of damage back on an enemy when you block his attacks.	Kisame	Enemy Camp
Fox scroll	Attack	Allows you to transform into Nine-Tailed Naruto when fighting.	Curse Mark Sasuke	River Crossing

NINJA TOOLS



Sweet! All special scrolls are automatically maxed out! That's less training for me! Hehehe!

Medicine Pills and Ramen

Pill	Description, Level 1	Level 2	Level 3
Health Pill	Restores 400 health over 5 seconds. For use while fighting and traveling.	Restores 650 health over 5 seconds.	Restores 900 health over 5 seconds.
Strength Pill	Increases your damage by 150 percent for 15 seconds. For use while fighting.	Increases your damage by 175 percent for 15 seconds.	Increases your damage by 200 percent for 15 seconds.
Chakra Pill	Restores blocks of chakra. For use while fighting and traveling.	Restores more blocks of chakra.	Restores even more chakra.
Ramen	Ramen restores 300 health to every team member. For use while traveling.	Restores 500 health.	Restores 700 health.

Weapons

Weapon	Description, Level 1	Level 2	Level 3
Kunai	A basic ninja throwing weapon, each kunai inflicts 15 damage.	Inflicts 30 damage.	Inflicts 45 damage.
Exploding Kunai	An improved version of the kunai: Each one has a paper bomb attached to it. Each exploding kunai inflicts 45 damage.	Inflicts 90 damage.	Inflicts 121 damage.

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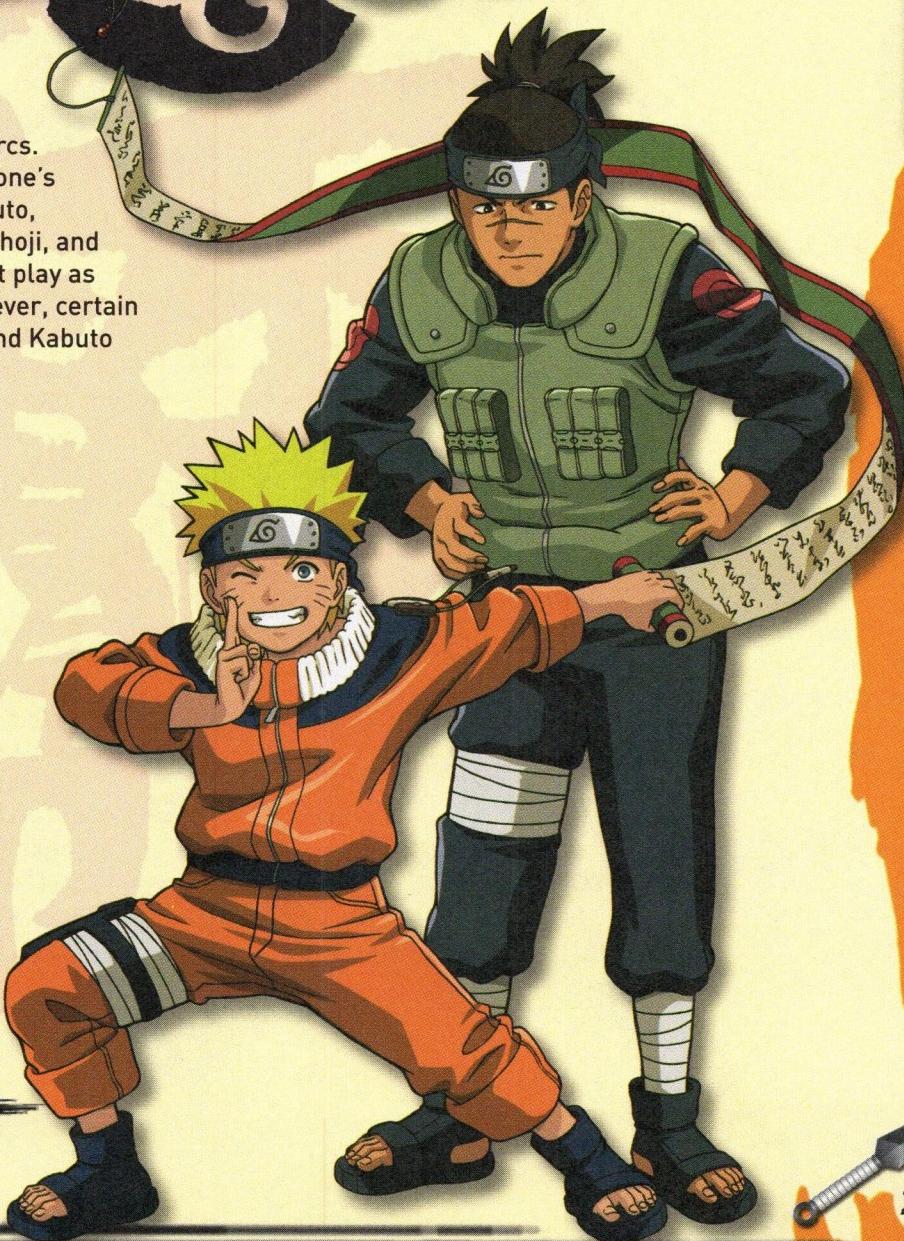


Chapter 4: The Cast

As you might expect, the cast of *NARUTO: The Broken Bond* reflects the myriad ninja that remained after the Chunin Exam and Attack on the Hidden Leaf Village story arcs. That means that aside from everyone's favorite knuckleheaded ninja Naruto, you can also play as Shikamaru, Choji, and other Leaf ninja. Though you won't play as Leaf enemies in Story mode, however, certain nefarious ninja like Orochimaru and Kabuto can be used in Fight mode!



Hey, the name of the game is *NARUTO: The Broken Bond*, right? Not, Sakura: *The Broken Bond!* Since you will be using me for most of Story mode, I'll be first in the Cast chapters. In my game, I always come first! Believe it!!!



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NARUTO UZUMAKI

Ninja Profile

Country: Fire

Village: Leaf

Birthday: October 10

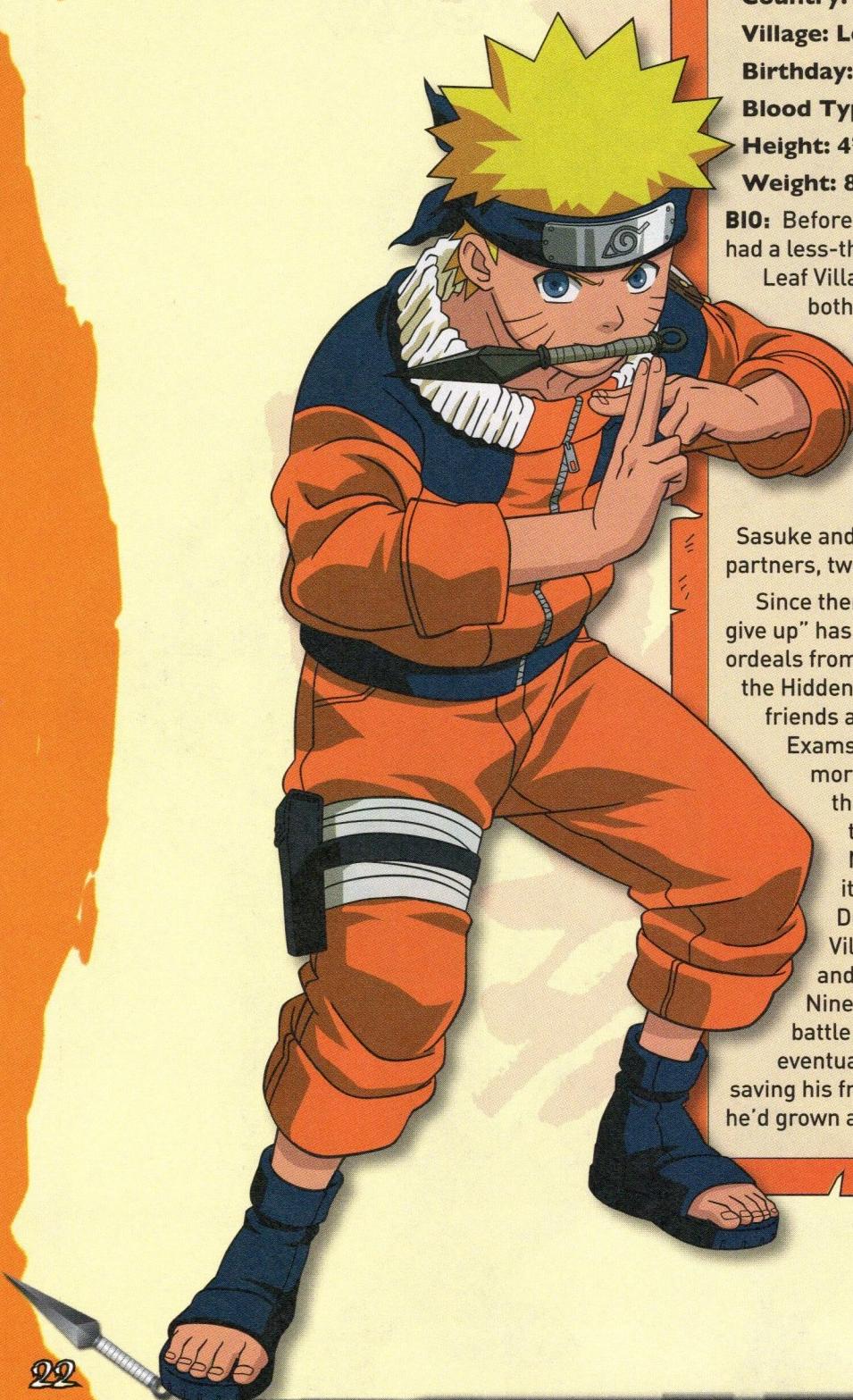
Blood Type: B

Height: 4'9"

Weight: 88 lbs.

BIO: Before joining Squad 7, Naruto had a less-than-stellar reputation in the Leaf Village. He often played pranks, bothered everyone, and caused all sorts of trouble. After becoming part of the team with Sasuke Uchiha and Sakura Haruno, Naruto not only improved his ninja skills, but he also improved his social skills...sort of. In Sasuke and Sakura, Naruto found two partners, two rivals, and two friends.

Since then, Naruto's motto of "never give up" has gotten him through several ordeals from battling rogue ninja from the Hidden Mist Village to defeating friends and rivals in the Chunin Exams! As Naruto grows, he learns more and more about the spirit that lives inside him. While the Nine-Tailed Fox Spirit is Naruto's greatest strength, it is also his greatest burden. During the attack on the Leaf Village, Naruto battled Gaara and drew on the power of the Nine-Tailed Fox Spirit! Though the battle was long and hard, Naruto eventually stalemated his rival, saving his friend Sakura and proving that he'd grown as a ninja.



Memorable Moment**Naruto Summons Gamabunta!****Episode Number:** 78**Episode Name:** "Naruto's Ninja Handbook"**Manga Volume and Chapter:** Volume 15, Chapter 134

After training with Jiraiya, Naruto learned how to summon a giant toad named Gamabunta. It was not until his fight against Gaara, however, that Naruto was able to summon the Toad King to do battle! After Gaara summoned his "spiritualist medium" Shukaku, Naruto found himself on the verge of defeat. It was only with the help of Gamabunta that Naruto was able to put up a fight against the powerful Sand Ninja.

After summoning Gamabunta, Naruto used his chakra to transform himself and Gamabunta into an even fiercer creature...the Nine-Tailed Fox! The two mountain-sized creatures (Shukaku and Gamabunta as the Nine-Tailed Fox) lashed out at each other, dodging, hitting, scratching, and pummeling each other across the countryside. In the end, the fight was decided by a head butt!

Combos

Name	Command
Clone Slide	$\times, \times, \times, \times$
Clone Assault	$\times, \times, \times, \text{Y}$
Clone Smash	$\text{Y}, \text{Y}, \text{Y}$
Twin Clones	Y, \times, \times
Heavy Brawl	$\text{L} + \times, \times, \times$
Sneaky Clone	$\text{L} + \times, \times, \text{Y}$
Clone Ping Pong	$\text{L} + \times, \text{Y}, \times$
Reverse Launcher	$\text{L} + \text{Y}, \text{Y}$
Massive Pummeling	$\text{L} + \times, \times, \times, \times, \text{Y}$
Killer Back Fist	$\text{L} + \times, \times, \times, \text{Y}, \times$
Air Combo	$\text{A}, \times, \times, \times$
Hard Landing	$\text{A}, \times, \times, \text{Y}$
Double Stomp	$\text{A}, \text{Y}, \times$
Throw Kunai	RB
Aerial Kunai Throw	$\text{A}, (\text{RB})$
Grab Attack	RT
Aerial Grab	$\text{A}, (\text{RT})$

JutsuSEXY JUTSU

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
LT	$\text{L} + \text{R}$	$\text{L} + \text{B}$	LT	None



Naruto's signature jutsu is great for cheering up lovelorn villagers! Best of all, it's great in combat to distract or confuse your opponent during a fight. While your enemy is stunned from your overwhelming beauty, attack and dish out a few extra hits of punishment.

SHADOW CLONE JUTSU

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
LT	$\text{L} + \text{R}$	$\text{L} + \text{B}$	LT	Match the on-screen button sequence



While traversing the dangerous countryside, Naruto can use his clones to create a bridge over gaps. In battle, use this jutsu to execute Naruto's Uzumaki Barrage attack. Shadow Clone Jutsu is dangerous even at the lowest level when executed perfectly!

In battle, some jutsu, like my Shadow Clone Jutsu, require that you press a certain button sequence after releasing LT . The button sequence changes from battle to battle, so I can't tell you exactly what they are ahead of time. Sorry! But I can tell you this; the higher level a jutsu, the more buttons you'll have to press after releasing LT . If you manage to press all the buttons on time, though, the power of your jutsu will increase! Believe it!



RASENGAN

Hold Hand Sign 1

Release

Follow Through

(LT)

Rotate \circlearrowleft or \circlearrowright clockwise

(LT)

Keep Rasengan in center ring of target



While out and about, Naruto can use Rasengan to break through special rocks marked by a special spiral icon. Use this to access hidden areas and get to hard-to-reach places. While in battle, Naruto can unleash Rasengan on enemies for devastating results.



Hey, I also have a second suit in my closet I can use in battle. It was a gift from Bushy Brow's weird sensei, Might Guy! Anyhow, when I fight in the Green Suit, I'm exactly the same as the other suit. But if you want, you can select me in my Green Suit after unlocking me in Story mode! Believe it!



CHOJI AKIMICHI

Ninja Profile

Country: Fire

Village: Leaf

Birthday: May 1

Blood Type: B

Height: 5'2"

Weight: 153 lbs.

BIO: Choji is as tough as he is round. At first glance, it's easy to dismiss chunky Choji as just another pudgy kid, but once he's in battle, he really gets rolling...literally! Aside from Choji's girth, his greatest strengths are his short temper and his best friend Shikamaru Nara. When he's angered—usually after someone calls him fat—Choji blows up (both figuratively and sometimes literally)! However, with Shikamaru's constant encouragement, Choji can realize his true potential. Choji is a kind-hearted ninja who appreciates his friends.

As part of the Akimichi clan, Choji can use Expansion Jutsu to increase his size. When he does, he can often roll over his opponents and flatten them. Unlike Naruto, Choji doesn't have a "nindo"—a ninja way—but he does have one truth that is sacred only to him, that the last bite is the most "sacred bite of the entire meal and must be consumed with utmost care."



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Memorable Moment

Choji Blows Up!

Episode Number: 33

Episode Name: "Battle Formation: Ino-shika-Chō!"

Manga Volume and Chapter: Volume 7, Chapter 55

While in the Forest of Death, Squad 7 came under attack from Orochimaru's goons from the Sound Village, Dosu, Haku, and Kin. When Squad 10 found that their fellow Leaf ninja were under attack, they leapt to action. At first, Choji and Shikamaru didn't want any part of the fight, but when it became apparent that Sakura was in trouble, they attacked.

Choji quickly ballooned up and activated his Human Expansion Jutsu followed by Leaf taijutsu! He rolled at Dosu at full speed! When Dosu attempted to fire powerful sound waves at him, Choji leapt over the sound stream and attacked from above! When he came down, Dosu was saved, but the ground cracked and formed a huge crater, showing Choji's true destructive power.

Combos

Name	Command
Clumsy Brawl	X, X, X, X
Heavyweight Impact	X, X, X, Y
Belly Rush	L + X, X, X
Thick Skull	L + X, Y
Pancake Maker	L + Y, X
Meatball Torpedo	L + X, X, Y
Akimichi Fury Unleashed	L + Y, Y, Y, X, Y
Hyper-Caloric Fist	A, X, X, X
Dual Clamping Palm	A, X, X, Y
Ultimate Press	A, Y, X
Throw Kunai	RB
Aerial Kunai Throw	A, RB
Grab Attack	RT
Aerial Grab	A, RT

Jutsu

PARTIAL EXPANSION JUTSU

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
LT	L + R	L + R	LT	None



Even though Choji is a hulking ninja, he's actually a gentle giant...until he's provoked or his friends are in danger. When adventuring with a team, Choji can use his Partial Expansion Jutsu to keep his teammates from harm. If they fall into a trap, he can use his oversized hands to catch falling friends and bring them back to safety. In combat, however, those same oversized hands can spell doom for the enemy. His Partial Expansion Jutsu not only increases the size of his hands, but also increases the amount of damage inflicted by his hits and pushes enemies away farther!

HUMAN BOULDER

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
LT	L + R	L + R	LT	Rapidly tap on-screen command



Unlike Partial Expansion Jutsu, Choji's Human Boulder technique balloons his entire body! While traversing new paths, Choji can use Human Boulder to bowl through large walls and smash open crates. As you might expect, his Human Boulder technique is also extremely useful in combat. Choji can activate his Human Boulder jutsu and crush the enemy by rolling over them!

THE CAST

GAARA

Ninja Profile

Country: Wind

Village: Sand

Birthday: January 19

Blood Type: AB

Height: 4'9"

Weight: 86 lbs.

BIO: Little is known about Gaara other than his intense hatred for everyone and his need to kill. Like Naruto, he harbors a very powerful spirit inside him named Shukaku. Although the Shukaku spirit resides inside him, the only way he can unleash the spirit is while he is unconscious. Ironically, Shukaku isn't even Gaara's most dangerous asset. On his back, Gaara carries a gourd full of sand.

When Gaara is under attack, the sand reacts on its own accord and protects him. It reacts both like a reflex and at Gaara's whim when needed! Because of this, Gaara had never experienced pain or even been hit during battle. That is, until his battle with Sasuke at the Chunin Exam finals! After his battle with Sasuke, Gaara attempted to flee. Naruto gave chase and eventually caught up with Gaara. The battle between Gaara's Shukaku and Naruto's Gamabunta was intense... until both fighters could no longer go on. In the end, Gaara learned a very valuable lesson from Naruto, that caring about others is not a weakness.



Gaara gives me the creeps! It's a good thing you can only use him in Fight mode! Otherwise, I don't know how comfortable I'd feel with him on my team!



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Jutsu

ARMOR OF SAND

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	None



Gaara's gourd carries a wealth of sand that protects him at will. When Gaara uses his Armor of Sand ability, the sand temporarily creates a thin protective barrier around Gaara's body. It's so thin, in fact, that it looks like Gaara's own skin and clothing! While active, the Armor of Sand absorbs some of the punishment Gaara takes, lessening the damage to his health bar.

SAND BURIAL

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	Match the on-screen prompt then rapidly press A



Gaara's most dangerous technique, Sand Burial, can crush the life out of an enemy with one attack. When Gaara uses it, he surrounds the enemy with a coffin of sand then quickly contracts the coffin to squeeze the life out of the enemy. Easily one of the game's best jutsu, this jutsu is Gaara's bread and butter, capable of changing the course of a fight with a single attack.

Memorable Moment

Gaara Blazes through the Forest of Death!

Episode Number: 34

Episode Name: "Akamaru Trembles! Gaara's Cruel Strength!"

Manga Volume and Chapter: Volume 7, Chapter 59

While Squads 7 and 10 were doing battle against the Sound Ninja in the Forest of Death, Squad 8 was leaping across treetops on their way to the finish line. As they went, Akamaru, Kiba's dog, sensed Gaara's incredible power ahead. Squad 8 stopped before running into Gaara and his team, but stayed close enough to get a view of the action. From a distance, they witnessed Gaara single-handedly destroy a team from the Rain Village.

Gaara ignored Kankuro's advice and insisted on taking on the other team because they'd looked at him funny. When one of the other ninja attacked Gaara with his Senbon Rainstorm technique, Gaara blocked all the senbon needles and counterattacked with his Sand Burial technique! He crushed the life out of the other ninja and enjoyed every second of it. When the other two Rain Ninja surrendered, Gaara crushed them anyway. Creepy!

Combos

Name	Command
Combo 1	X, X, X, X
Combo 2	X, X, X, Y
Combo 3	Y, Y, Y
Combo 4	Y, X, X
Combo 5	C + X, X, X, X, X
Combo 6	C + X, X, X, Y, Y
Combo 7	C + Y, Y, Y, Y, Y, X
Combo 8	C + Y, Y, Y, X, X
Air Combo 1	A, X, X, X
Air Combo 2	A, X, X, Y
Air Combo 3	A, Y, X, X, X
Throw Projectile	RB
Multi Projectile	RB, RB, RB
Aerial Projectile	A, RB
Multi Aerial Projectile	A, RB, RB, RB
Grab Attack	RT
Aerial Grab	A, RT

HAKU

Ninja Profile

Country: Water

Village: Mist

Birthday: January 9

Blood Type: O

Height: 5'1"

Weight: 95 lbs.

BIO: Haku is a tragic character. He was taken in by Zabuza Momochi as a young orphan and grew up to idolize the rogue ninja. Although Haku looked up to and cared about Zabuza, Zabuza only cared about Haku's power. He didn't nurture Haku because he cared about him, but rather because he saw great potential in him as disciple who would do his bidding. Because of this, Haku became a strong and gifted ninja very quickly. Ironically, it was Haku's loyalty to Zabuza that allowed the young prodigy to attain such terrible power at such a young age.

When Haku faced Naruto in battle, he served as a mirror to a budding Naruto. Haku showed Naruto how similar they were, both orphans, both very strong. But it was Haku's love for Zabuza that drove him. When Naruto learned this, he too realized that he could only attain great power if he dedicated himself to the service of those he cares about. In a way, Haku taught Naruto his greatest lesson of all.



I really think Haku and I might've been good friends under other circumstances. So even though he can't team up with me in Story mode, I can still practice my butt kicking with him in Fight mode only!



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Memorable Moment

Dude Looks Like a Lady!

Episode Number: 12

Episode Name: "The Battle on the Bridge! Zabuza Returns!"

Manga Volume and Chapter: Volume 3, Chapter 21

After a long day of training, Naruto passed out in the forest. When he woke up he found a pretty young girl sitting by his side. When the pretty girl asked Naruto why he'd been training so hard, he said he wanted to become his village's most powerful ninja and that he wanted to best his rival, Sasuke. The girl went on to explain that true strength cannot be achieved in training for selfish purposes, but that one can only become "genuinely strong" when you have someone to protect.

Naruto thought about her words for a second and recalled when Kakashi defended Squad 7 against Zabuza. He also recalled his own strength when he was protecting Iruka from Mizuki long ago. He agreed with her, and the girl eventually got up to walk away. As she did, however, she left him with something else to ponder. "By the way," she said, "I'm a boy..." Little did Naruto know that the "girl" was actually Haku out of his Anbu disguise!

Combos

Name	Command
Combo 1	X, X, X, X
Combo 2	X, X, X, Y
Combo 3	Y, Y, Y
Combo 4	Y, X, Y
Combo 5	L + Y, Y
Combo 6	L + X, X, Y
Combo 7	L + X, Y, X
Combo 8	L + Y, Y, X
Combo 9	L + X, X, X, X, Y
Combo 10	L + X, X, X, Y, X
Air Combo 1	A, X
Air Combo 2	A, Y, X, X, X
Throw Kunai	RB, RB
Aerial Kunai Throw	A, RB, RB
Grab Attack	RT
Aerial Grab	A, RT

Jutsu

CHAKRA CONCENTRATION

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
LT	L + R	L + R	LT	None



Haku is a highly skilled ninja. Because his fighting style is more finesse versus brute strength, he relies more heavily on his chakra than physical strength. His Chakra Concentration jutsu augments his less-than-stellar physical strength by focusing his chakra on his hands and feet. With every strike of his chakra-infused hands and feet, Haku delivers extra damage!

CRYSTAL ICE MIRRORS

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
LT	L + R	L + R	LT	Target enemy with cursor and press A



By far, Haku's most destructive jutsu is Crystal Ice Mirrors. A technique developed from his Kekkei Genkai, Crystal Ice Mirrors surrounds the target in a prison of icy mirrors. Once he has the enemy trapped, Haku appears in the mirrors and attacks with senbon needles from all sides with lightning speed! Enemies rarely find a way to counter this technique. In fact, once trapped inside the mirrors, enemies rarely get out alive.

THE CAST

ITACHI UCHIHA

Ninja Profile

Country: Originally from Fire,
Currently Unknown

Village: Originally from Leaf,
Currently Unknown

Birthday: June 9

Blood Type: AB

Height: 5'10"

Weight: 140 lbs.

BIO: Itachi Uchiha is one of the most hated and feared people in all of Five Great Nations. As a young Leaf ninja, Itachi was a prodigy. He achieved great things as a child, graduating the Academy at age seven and becoming an Anbu ninja at age 13! As his power grew, so did his need for it. Shortly after becoming an Anbu ninja, Itachi massacred his entire family save one, his younger brother Sasuke. No one but Itachi knows for sure why he did it, but one thing is certain, he's become more powerful since that day.

Today, he roams the country with his partner Kisame. Both are part of the infamous Akatsuki Organization. As they wander the Five Great Nations, they search for more power. Eventually, the search brought Itachi full circle back to the Leaf Village. There he searches not for his brother, gifted Sasuke, but Naruto and the Nine-Tailed Fox Spirit inside him!



Even though Sasuke's older brother, Itachi, is an enemy in Story mode, you can only play as him in Fight mode. Now let me at him!



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Jutsu

Memorable Moment

The Power of Genjutsu!

Episode Number: 82

Episode Name: "Eye to Eye: Sharingan Versus Sharingan"

Manga Volume and Chapter: Volume 16, Chapter 142

Upon returning to the Leaf Village, Itachi and Kisame were greeted by several Leaf Jonin. At first Asuma and Kurenai were able to hold off the rogue ninja pair. But that was only because the Akatsuki agents were holding back. It wasn't until Kakashi joined the battle that Itachi really showed what he was capable of. When Kakashi joined the battle, Itachi unleashed a powerful genjutsu technique, his Mangekyo Sharingan!

With it, Itachi trapped Kakashi in an illusion. Once Kakashi was trapped in Itachi's illusion, he was strung up on a post and tortured slowly. To Kakashi the torture lasted several days. But in reality the jutsu only took a moment to execute! When Itachi was done with Kakashi, all of Kakashi's strength was drained. If it was not for Might Guy's timely arrival, Itachi might've defeated Squad 7's beloved leader.

Combos

Name	Command
Combo 1	X, X, X
Combo 2	X, X, Y
Combo 3	Y, Y, Y, Y
Combo 4	Y, Y, X, X
Combo 5	L + X, Y
Combo 6	L + X, X, X
Combo 7	L + Y, Y, X
Combo 8	L + Y, X, X
Air Combo 1	A, X, X, X
Air Combo 2	A, X, X, Y
Air Combo 3	A, Y, X
Throw Kunai	RB, RB, RB
Aerial Kunai Throw	A, RB, RB, RB
Grab Attack	RT
Aerial Grab	A, RT

SHARINGAN

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	None



Like Sasuke and Kakashi, Itachi also has the Sharingan ability. Once it's active, Itachi needs only to stand still and all incoming attacks will be blocked automatically. The Sharingan is temporary, but it lasts just long enough to turn the tables on the enemy or to survive a possibly lethal flurry of attacks!

TSUKUYOMI

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	Lock crosshairs on target's eyes



Tsukuyomi is Itachi's amazing genjutsu ability. He used it against Kakashi after returning to the Leaf Village. When using the Tsukuyomi, Itachi traps his prey in an illusion-world and tortures them for three straight days! Worst of all, while his prey suffers for 72 hours, the Tsukuyomi only lasts a mere few seconds! When executed to perfection, Tsukuyomi can defeat a moderately weakened enemy in one fell swoop!



Hey, what gives?! There is a second version of Itachi in Fight mode. Anbu Itachi is exactly the same as the other Itachi, only he doesn't have Tsukuyomi and he looks a bit different. Ok, so maybe he's not exactly the same, but his combos are! Heheh!

JIRAIYA

Ninja Profile

Country: Fire

Village: Leaf

Birthday: November 11

Blood Type: B

Height: 6'3"

Weight: 192 lbs.

BIO: Even though Jiraiya often comes off like a "pervy" old man, he's actually one of the Leaf Village's most powerful ninja ever! Along with Orochimaru and Tsunade, the "Pervy Sage"—as Naruto likes to call him—is one of the Legendary Three Ninja, the Sannin. After roaming the countryside doing research for his series of books, *Make-Out Paradise*, Jiraiya decided to return to the Leaf Village following the attack on the village.

Jiraiya is also known as the Toad Sage because of his close relationship with Gamabunta, the Toad King. Having been one of The Third Hokage's students, Jiraiya eventually became teacher to The Fourth Hokage.



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Memorable Moment

Jiraiya Gives In!

Episode Number: 53

Episode Name: "Long Time No See, Jiraiya Returns!"

Manga Volume and Chapter: Volume 11, Chapter 91

When Naruto first encountered Jiraiya he found the sage peeping in the ladies' bath house for research for his books. When Ebisu, Naruto's then-temporary sensei, confronted the old sage, Jiraiya made short work of him. With Ebisu incapacitated, Naruto had no sensei to help him train for the upcoming Chunin Exam finals. Naruto reasoned that if Jiraiya could defeat his sensei, then surely Jiraiya could teach him a few things.

At first, Jiraiya refused to help Naruto. After a ton of pestering and stalking, Naruto finally got Jiraiya's attention. The Pervy Sage refused to take on Naruto as his student. That is until Naruto used his Sexy Jutsu and transformed into a beautiful young girl! Jiraiya quickly gave in and took on the knuckleheaded ninja as his first student since The Fourth Hokage!

Combos

Name	Command
Combo 1	X, X, X
Combo 2	X, X, Y
Combo 3	Y, Y, Y
Combo 4	Y, X, Y
Combo 5	L + X, X
Combo 6	L + X, X, X, X, Y
Combo 7	L + X, X, X, Y, X
Combo 8	L + Y, Y, Y, Y, X
Combo 9	L + Y, Y, Y, X, X
Air Combo 1	A, X
Air Combo 2	A, Y, X
Throw Kunai	RB
Aerial Kunai Throw	A, RB
Grab Attack	RT
Aerial Grab	A, RT

Jutsu

NEEDLE JIZO

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
LT	L + R	L + R	LT	None



Of Jiraiya's jutsu, this may be the most clever. When active, Jiraiya creates a large needle-like protective barrier around him using his hair! He's that tough! When an enemy hits Jiraiya while his Needle Jizo is active, his steely follicles absorb the attacks, preventing Jiraiya from taking damage and reflecting the damage back at the attacker! Jiraiya can use this jutsu to finish off enemies on the brink of defeat or to dissuade aggressive enemies from attacking for a short period of time.

TOAD FLAME BOMBS

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
LT	L + R	L + R	LT	Target enemy and press A



While his Needle Jizo reflects an attacker's damage back at them, the Toad Flame Bombs dishes out damage toad-style! Jiraiya quickly summons his friend Gamabunta and hops atop the mountain-sized toad's head. From there, he launches a series of super powerful flame bombs! If he executes the jutsu well, he'll often finish it off by dropping Gamabunta on his enemy's head!

THE CAST

JIROBO

Ninja Profile

Country: Unknown

Village: Sound

Birthday: June 26

Blood Type: B

Height: 5'11"

Weight: 214 lbs.

BIO: Like the other members of the Sound Four, not much is known about Jirobo. He's physically the strongest of the four ninja, but is not regarded as the brightest. As one of Orochimaru's four Sound lackeys, Jirobo is one of the few Sound Ninja who does not manipulate sound waves as a form of attack. Instead, he uses his great physical strength to complement his taijutsu and use Earth Style ninjutsu.



Jirobo is only available in Fight mode. Believe it!



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Memorable Moment

Jirobo Traps the Leaf Ninja

Episode Number: 112

Episode Name: "Squad Mutiny, Everything Falls Apart!"

Manga Volume and Chapter: Volume 21, Chapter 186

Shortly after the attack on the Leaf Village, Sasuke quickly became dissatisfied with himself and was lured toward the promise of more power by the Sound Four. When the Hokage realized that Sasuke had fled, she sent a group of Leaf Ninja to bring him back.

When the team of Leaf Ninja finally caught up to the Sound Four and Sasuke, they were quickly trapped by Jirobo's special Earth Prison Dome jutsu! Not only did the jutsu encapsulate the entire team in a dome of earth, but the dome also slowly drained the team's chakra!

Combos

Name	Command
Combo 1	X, X, X
Combo 2	X, Y, Y
Combo 3	X, Y, X
Combo 4	Y, X, Y
Combo 5	Y, Y, X, X
Combo 6	L + X, X
Air Combo 1	A, X
Air Combo 2	A, Y, Y, Y, X
Throw Kunai	RB
Aerial Kunai	A, RB
Grab Attack	RT
Aerial Grab	A, RT

Jutsu

CURSE MARK JUTSU

Hold

LT

Hand Sign 1

L + R

Hand Sign 2

L + R

Release

LT

Follow Through

None



As one of Orochimaru's goons, Jirobo can unleash his "second state." Before reaching that point, however, his "first state" is a frightening thing to behold. After unleashing his curse mark, Jirobo's body is covered by the black marks and his power increases exponentially! In this state, Jirobo's attacks dish out nearly double damage! This jutsu is great for turning the tide of a battle or finishing off tough opponents.

SPHERE OF GRAVES

Hold

LT

Hand Sign 1

L + R

Hand Sign 2

L + R

Release

LT

Follow Through

Target enemy with cursor and press A



Jirobo's Earth Style mastery allows him to use various punishing techniques. His Sphere of Graves jutsu is an extremely destructive technique where he rips a large chunk of earth out of the ground, throws it up in the air, then punches his opponent into the chunk of earth as it falls back into the ground! Needless to say, this jutsu is extremely effective and compensates for Jirobo's lack of combo depth.

THE CAST

KABUTO YAKUSHI

Ninja Profile

Country: Originally from Fire,
Currently Unknown

Village: Originally from Leaf,
Currently Village Hidden in the
Sound

Birthday: February 29

Blood Type: AB

Height: 5'9"

Weight: 143 lbs.

BIO: Kabuto is a mysterious character. As a young child, he was the lone survivor of a very bloody battle called the Battle of Kikyo Pass. His adopted father, a medical officer, took Kabuto under his wing and trained him as a medical ninja. When the Leaf rookies first encounter Kabuto, he is posing as a smart, but washed out Chunin hopeful. Kabuto, acting as a spy for Orochimaru, even helped Squad 7 survive the Forest of Death!

When it was time to reveal his true nefarious purposes, Kabuto still didn't completely reveal everything about himself. He's deceptively powerful and extremely cunning. As Orochimaru's right-hand man, Kabuto continues to learn from his sinister sensei and torment the Leaf Ninja.



Kabuto may have fooled me once, but he's not fooling me again. No way is he ever going to go on a mission with me! He's sticking to Fight mode and that's it!



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Jutsu

CELLULAR ACTIVATION

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	None



Kabuto was raised by a highly skilled medical officer. As a result, Kabuto himself is also highly skilled in the medical arts. He's learned to harness his chakra and turn it into a healing tool. He's not quite as gifted as Tsunade, but he's skilled enough to heal himself during battle. When active, his Cellular Activation Jutsu stimulates his body's cells into healing themselves and replenishing health!

CHAKRA SCALPEL

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	Target enemy's organs and press A



Kabuto has so much chakra mastery that he can focus his chakra into fine points that can cut through objects with chakra alone! After focusing his chakra into his hands, Kabuto uses it like a medical blade, a scalpel, to cut through the enemy's organs. If he successfully strikes multiple organs on the enemy, the opponent's health takes a huge hit! This is one of the game's most destructive jutsu when executed perfectly.

Memorable Moment

Clever Kabuto

Episode Number: 23

Episode Name: "Genin Takedown! All Nine Rookies Face Off!"

Manga Volume and Chapter: Volume 5, Chapter 39

Shortly after signing up for the Chunin Exams, Squad 7 and the other Leaf rookies found themselves in a room full of other Chunin hopefuls. Among them was a grey-haired youngster with round glasses named Kabuto. He seemed confident, but not cocky. He was smart, but no genius. He was experienced, but had failed six times before! Kabuto was the perfect spy.

In an attempt to ingratiate himself with the Leaf Ninja, Kabuto shared the knowledge he'd accumulated over the last four years and imprinted on his ninja info cards. Kabuto had amassed nearly 200 cards that he chakra encoded with info on nearly all current and previous Chunin Exam participants and other vital details. Kabuto played his role as "just another ninja" perfectly, and no one in the room was the wiser. Little did they know that he was one of the most powerful ninja in the room.

Combos

Name	Command
Combo 1	X, X, X, X
Combo 2	X, X, X, Y
Combo 3	L + Y, X
Combo 4	L + X, X
Combo 5	L + Y, Y, Y
Combo 6	L + Y, X, X
Combo 7	L + X, X, X, X, Y
Combo 8	L + X, X, X, Y, Y
Air Combo 1	A, X, X, X
Air Combo 2	A, X, X, Y
Air Combo 3	A, Y, X
Throw Kunai	RB, RB
Aerial Kunai Throw	A, RB, RB
Grab Attack	RT
Aerial Grab	A, RT

KAKASHI HATAKE

Ninja Profile

Country: Fire

Village: Leaf

Birthday: September 15

Blood Type: O

Height: 5'11"

Weight: 149 lbs.

BIO: Kakashi Hatake is the quirky leader of Squad 7. As one of the Leaf Village's best and brightest, Kakashi has a surprisingly low-key personality. He's very talented and capable of executing more than a thousand jutsu! Even so, he never boasts or shows off, and he rarely talks about his skills. Instead, Kakashi is a silent warrior that only speaks when it's necessary and when it's something important. As one of The Fourth Hokage's students, he's part of an elite ninja tradition tracing back through Jiraiya and back to The Third Hokage himself.

As a Jonin instructor, he's the strictest sensei ever. In fact, aside from Squad 7, Kakashi has never passed any student on to the Chunin Exams! Aside from Naruto, Kakashi might be one of the only other characters with a colorful enough history to warrant having his own saga.



Even though I'd love to have Kakashi come with me on Story mode mission, he's far too busy. That's why he's only available in Fight mode.



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Memorable Moment

Kakashi Versus Zabuza!

Episode Number: 9

Episode Name: "Kakashi, Sharingan Warrior!"

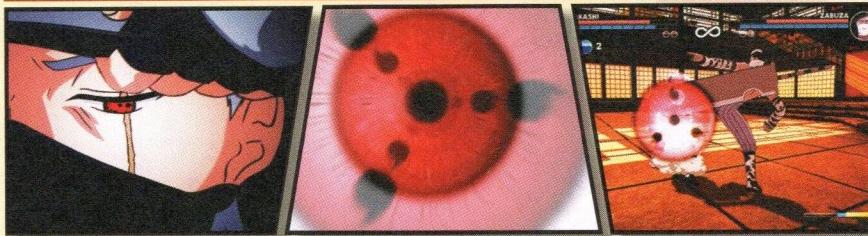
Manga Volume and Chapter: Volume 3, Chapter 26

Prior to their first mission with their new sensei, Squad 7 had been utterly annoyed and unimpressed with Kakashi. On their first day, not only had Kakashi been extremely late, but he'd fallen prey to one of Naruto's most childish pranks—a falling blackboard eraser from the top of the door! They'd gained some respect for his abilities during their first test, but still had not yet witnessed Kakashi's true power.

It was not until they were ambushed by Zabuza Momochi during their first mission that Squad 7 glimpsed Kakashi's true power. During battle, Kakashi used his Sharingan Eye to mimic Zabuza's attacks. He was so skilled, in fact, that he not only did mimic Zabuza's jutsu, but he preempted the rogue ninja's attacks and attacked first with Zabuza's own jutsu!

SHARINGAN

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	(L + R)	(L + R)	(LT)	None



After inheriting his Sharingan Eye from a childhood friend, Kakashi also inherited the ability to copy an opponent's jutsu! The Sharingan ability is thought to be a trait that was developed from the Hyuga clan's Byakugan. As such, the Sharingan doesn't just copy jutsu, it also allows the ninja to see things that are otherwise imperceptible to the human eye. In this case, Kakashi uses the Sharingan as a defensive ability. When active, Kakashi needs only to stand still and he'll automatically block and deflect all incoming attacks!

LIGHTNING BLADE

Hold	Hand Sign 1	Release	Follow Through
(LT)	Rotate (R) or (L) clockwise	(LT)	Keep Lightning Blade inside center ring of target



Kakashi's very own jutsu, the Lightning Blade, was invented by him. Unlike the other hundreds of jutsu in his repertoire, he didn't copy Lightning Blade from anyone. That makes Lightning Blade one of the most destructive jutsu in his arsenal. After charging his chakra in the palm of his hand, Kakashi sensei rushes the enemy and slices through them! The result is a devastating drop in the opponent's health bar.

NARUTO 101:

RUMOR HAS IT THAT KAKASHI ONCE USED THIS JUTSU TO CUT THROUGH A BOLT OF LIGHTNING BEFORE IT HIT THE GROUND!

Combos

Name	Command
Combo 1	(X, X, X, X, Y)
Combo 2	(X, X, X, Y, Y)
Combo 3	(Y, Y, Y)
Combo 4	(Y, X, X)
Combo 5	(L + X, X)
Combo 6	(L + Y, X)
Combo 7	(L + X, X, Y)
Combo 8	(L + Y, Y, Y, Y, X)
Combo 9	(L + Y, Y, X, X, Y)
Combo 10	(L + Y, Y)
Air Combo 1	(A, X)
Air Combo 2	(A, Y, X)
Throw Kunai	(RB)
Aerial Kunai Throw	(A, RB)
Grab Attack	(RT)
Aerial Grab	(A, RT)

THE CAST

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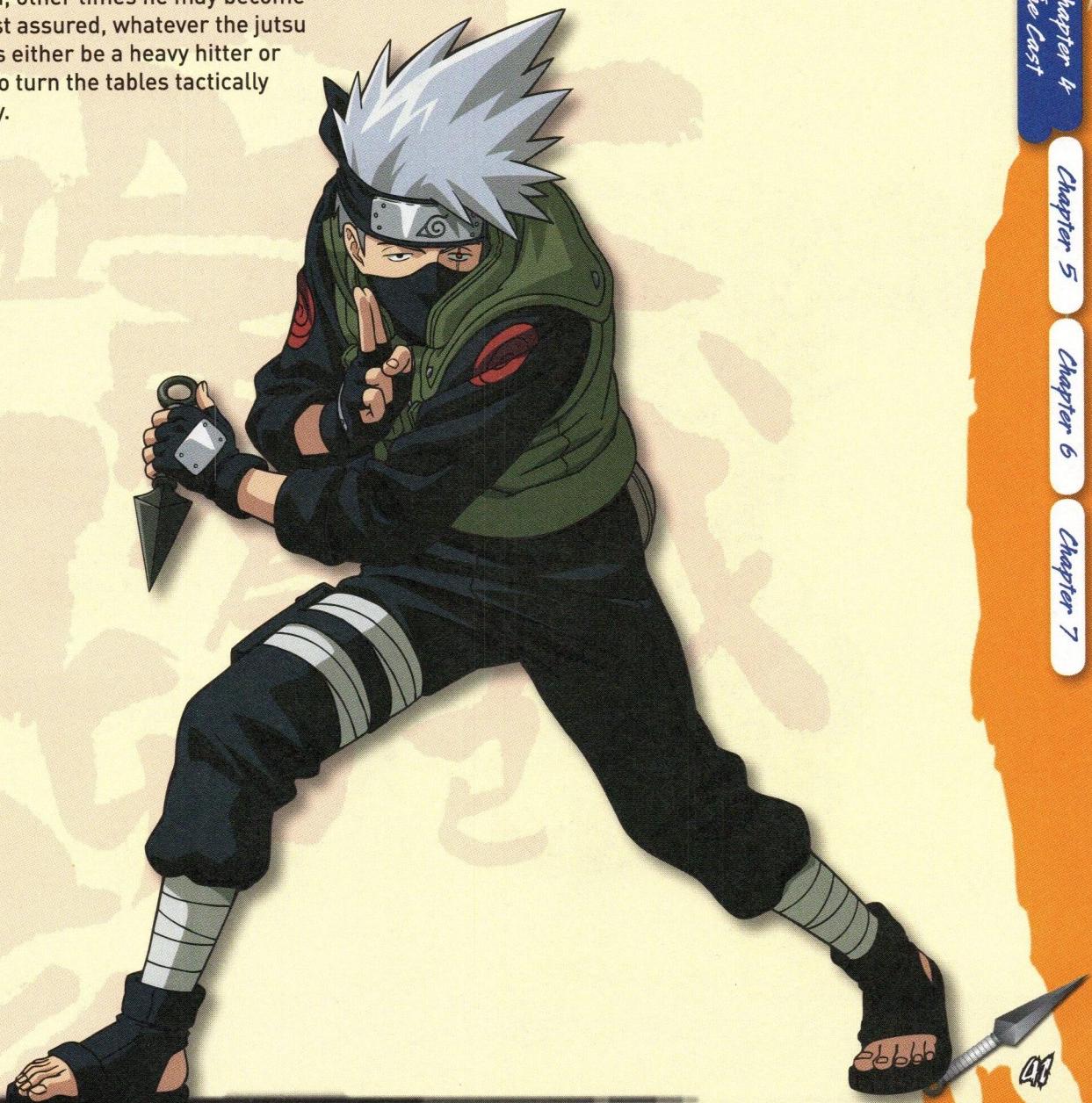
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COPY NINJA

Hold Hand Sign 1 Hand Sign 2 Release Follow Through
(LT) L + R (L + R) (LT) Varied



Kakashi has made a living of copying other ninja's jutsu. That's why even though he's not typically a water-style fighter, he knows how to execute the Water Dragon Jutsu, Phoenix Flower Jutsu, and a bunch more in between. When Kakashi executes his Copy Ninja technique, he draws from one of the myriad jutsu he knows. Sometimes he may do the Water Dragon Jutsu, other times he may become invisible! Rest assured, whatever the jutsu is, it'll always either be a heavy hitter or a great way to turn the tables tactically on the enemy.



KIBA INUZUKA AND AKAMARU

Ninja Profile

Country: Fire

Village: Leaf

Birthday: July 7

Blood Type: B

Height: 5'

Weight: 99 lbs.

BIO: Kiba and Akamaru together are the third member of Squad 8. While his teammates

Shino and Hinata are reserved and extremely shy, respectively, Kiba is the complete opposite. Like his pet pup, Akamaru, Kiba is wild, impulsive, and easily angered. In battle, Kiba uses Akamaru like a partner rather than a tool. The two have an extremely close relationship and always count on each other.

In fact, their relationship is so close that they train together and share jutsu. Kiba requires Akamaru to execute his Fang Over Fang and Man-Beast Clone jutsu. To facilitate their transformation, however, Kiba also requires special food pills.



Memorable Moment

Kiba Pummels Naruto!

Episode Number: 44

Episode Name: "Akamaru Unleashed!"

Who's Top Dog Now?!"

Manga Volume and Chapter: Volume 9, Chapter 75

During the prelims of the Chunin Exams second phase, Kiba and Akamaru were pit against Naruto in battle. Naruto quickly objected to facing two opponents in one fight, but when told that using Akamaru were within the rules, Kiba immediately leapt into action. Kiba recalled the bumbling goofball that failed nearly every test during the Academy, but quickly realized that Naruto had gotten stronger since then.

During battle, Kiba and Akamaru teamed up to pummel the Hokage hopeful. As Kiba attacked from one angle, Akamaru attacked from another. Their speed was amazing, but even more impressive was their coordination. It was as if they were always on the same page!

Combos

Name	Command
Savage Assault	X, X, X, X
Inuzuka's Fury	X, X, X, Y
Predator Slash	Y, Y, Y
Beast Barrage	Y, X, X
Feral Rage	L + X, X, X
Ferocious Swipe	L + X, Y, X
Unmatched Speed	L + Y, X
Relentless Charge	L + X, Y
Alpha Instinct	A, X, X, X
Brutal Dive	A, X, X, Y
Preying Descent	A, Y, X
Throw Kunai	(RB)
Aerial Kunai Throw	A, (RB)
Grab Attack	(RT)
Aerial Grab	A, (RT)

JUTSU

BEAST MIMICRY

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	None



While adventuring, Kiba can become more "beast-like" and attune his senses to the wild. When he does, Kiba can sniff out traps nearby. During a fight, Kiba's increased animal instincts allow him to move faster and increase damage. Use Beast Mimicry as a way to gain a temporary strength and speed advantage over the enemy and overwhelm them with lots of combos!

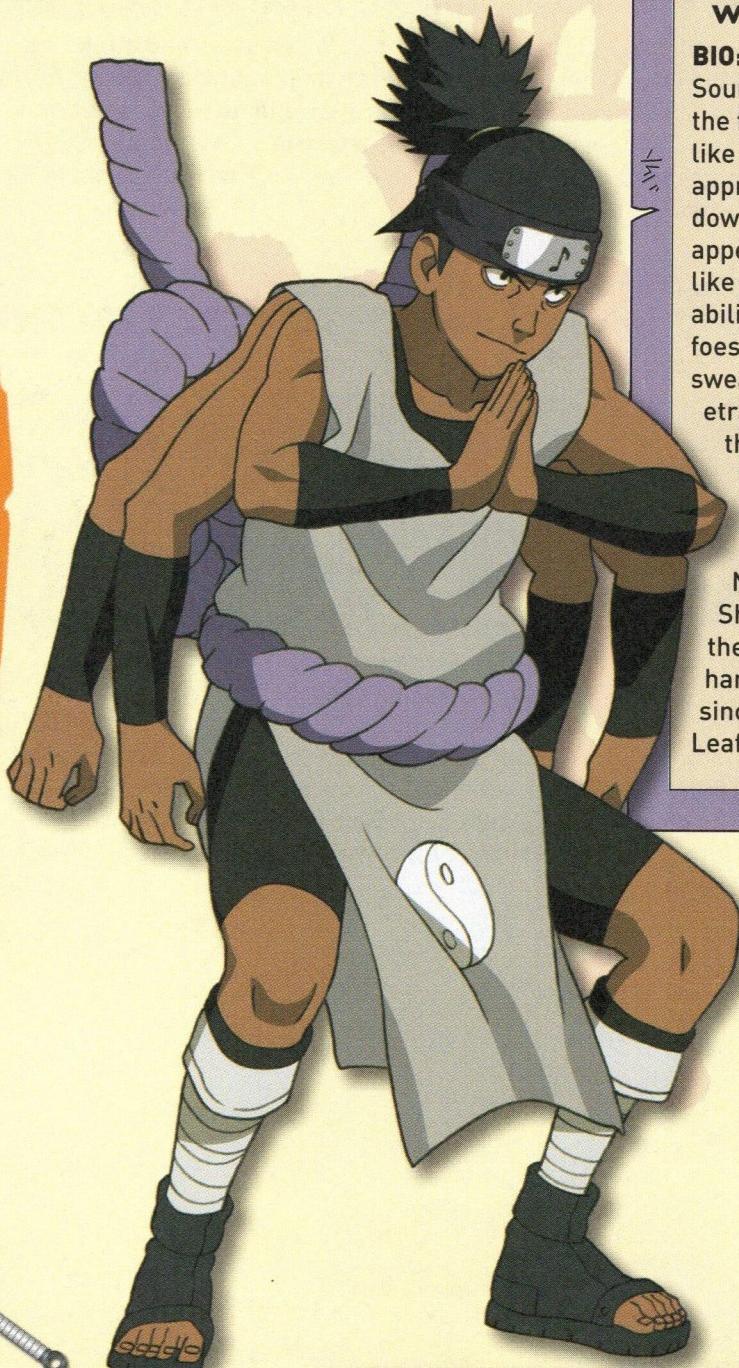
TRANSFORMATION JUTSU/FANG OVER FANG

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	Lock on both crosshairs



By turning into Akamaru, Kiba can creep into tiny crevices and sneak around hard-to-get-to places to reach switches. While on a mission, Kiba can only activate his Transformation Jutsu near areas sealed off by orange bands. When in combat, the jutsu works a bit differently. Instead of Kiba turning into Akamaru, he transforms Akamaru into a clone of himself, allowing him to execute Fang Over Fang. Fang Over Fang is a powerful jutsu that allows Kiba and Akamaru to do a double attack for major damage!





KIDOMARU

Ninja Profile

Country: Unknown

Village: Sound

Birthday: December 16

Blood Type: A

Height: 5'3"

Weight: 124 lbs.

BIO: Kidomaru is one fourth of the Sound Four. As the most brash of the four, Kidomaru often sees things like a game. But despite his "playful" approach to things, he can always get down to business. His special spider-like appearance goes far beyond just looking like a spider. One of his jutsu is the ability to create strong webbing to trap foes and secrete a special liquid from his sweat glands to create a nearly impenetrable armor all over his body. Among the four Sound ninja, Kidomaru is the more brash and slightly brighter of the four.

When ambushed by the Leaf Ninja, Kidomaru sees through Shikamaru's ruse immediately. In the ensuing battle, Kidomaru single-handedly—or rather multi-handedly, since he has six arms—traps the entire Leaf Ninja team!



Kidomaru can go on missions with his freaky Sound Four friends, but never with me! He's only available in Fight mode.

Memorable Moment

Kidomaru Creates a Sticky Situation

Episode Number: 115

Episode Name: "Your Opponent Is Me!"

Manga Volume and Chapter: Volume 22, Chapter 193

Kidomaru's greatest show of strength came against one of the Leaf Village's most gifted shinobi in years, Neji Hyuga. The battle began as Kidomaru fired web after web at Neji from a distant treetop. As always, Kidomaru approached the battle as if it were a game in which his goal was to defeat the enemy in a short amount of time. Kidomaru's webs quickly overwhelmed Neji and trapped him high up on a tree trunk!

When Neji found a way to free himself, Kidomaru increased the intensity of his attacks and even found a way to penetrate Neji's 8 Trigrams 64 Palms Rotation defense! Kidomaru's unique chakra-infused silk threads proved to be one of the most amazing weapons Neji had ever seen!

Combos

Name	Command
Combo 1	X, X, X, X
Combo 2	X, X, X, Y
Combo 3	Y, Y, Y
Combo 4	Y, Y, X
Combo 5	L+X, X, X
Combo 6	L+X, X, Y, Y, X, X
Combo 7	L+X, X, Y
Air Combo 1	A, X, X, X
Air Combo 2	A, X, X, Y
Air Combo 3	A, Y, Y, X
Throw Kunai	(RB), (RB), (RB)
Aerial Kunai	A, (RB), (RB), (RB)
Grab Attack	RT
Aerial Grab	A, RT

Jutsu

CURSE MARK JUTSU

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	None



Like the other members of the Sound Four, Kidomaru also bears a "special gift" from Orochimaru. When unleashed, his curse mark grants him great speed and strength. Kidomaru can usually handle whatever Orochimaru throws at him, but when he is truly put to the challenge, he uses his Curse Mark Jutsu to gain the upper hand and win his "game." He doesn't see it as cheating; to him it's just another part of the game.

RUPTURING SPIDER ARROW

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	Lock crosshairs on enemy



While in his second state, Kidomaru can create ultra-sharp arrows out of the sticky webbing from his body. With this jutsu, Kidomaru draws an arrow from his mouth, leaps high into the air, and fires it at the enemy far below. It explodes on impact and knocks the enemy clear across the battleground! Kidomaru can use this jutsu to inflict major damage and knock enemies away to keep them at a distance.





KIMIMARO

Ninja Profile

Country: Unknown

Village: Sound

Birthday: June 15

Blood Type: A

Height: 5'5"

Weight: 109 lbs.

BIO: Kimimaro is the last of his kind. As a young boy he, like Naruto, was shunned by his clan, the Kaguya Clan, for his terrifying ability to manipulate and create weapons from his bone marrow. Kimimaro was raised in a cage by the leaders of his clan. It was only during great battles that he would be allowed out of the cage, and even then it was only to use his terrifying gift. Eventually, his warmongering clan was wiped out, leaving him as the lone survivor.

When Orochimaru took him in, Kimimaro quickly grew in power. As his power grew, so did his control over the Sound Five. Orochimaru groomed Kimimaro as his next vessel. But before Orochimaru could take Kimimaro's body, Kimimaro fell ill. With Kimimaro out of commission, the Sound Five became the Sound Four and Kimimaro was bedridden until he could muster enough strength to help Orochimaru with his evil schemes.



I didn't know Kimimaro for very long, but he didn't seem like the "mission" type. You won't find him playable in Story mode. No sir, he's a Fight mode exclusive!

THE CAST

JUTSU

Memorable Moment

Kimimaro Reflects...

Episode Number: 126

Episode Name: "Showdown, Gaara Versus Kimimaro"

Manga Volume and Chapter: Volume 24, Chapter 216

During his battle against Rock Lee and Gaara, Kimimaro paused to reflect on his past. The sullen Kimimaro remembers the last day he spent inside a cage. A man came to the cage and released him, demanding that he go into battle and take out as many of the "enemy" as he could. As he ran into battle, he came across Zabuza and a young Haku. The pair passed him by as he ran into battle and wildly attacked the "enemy."

In the end, Kimimaro realized that he was the only survivor of the entire battle. It was then that Orochimaru found him and took him in. From that day on, he, like Haku, had found someone to fight for...

NARUTO 101:

LIKE SASUKE AND ITACHI, KIMIMARO IS THE ONLY SURVIVING MEMBER OF HIS CLAN.

Combos

Name	Command
Combo 1	X, X, X, X
Combo 2	X, X, X, Y
Combo 3	Y, Y, Y, X, X
Combo 4	L + X, X
Combo 5	L + Y, Y, X, X
Combo 6	L + X, X, Y, Y, Y
Combo 7	L + Y, Y
Air Combo 1	A, X, X, X
Air Combo 2	A, X, X, Y
Air Combo 3	A, Y, Y, Y, X
Throw Kunai	(RB), (RB), (RB)
Aerial Kunai	A, (RB), (RB), (RB)
Grab Attack	(RT)
Aerial Grab	A, (RT)

CURSE MARK JUTSU

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	None

As one of the recipients of Orochimaru's curse marks, Kimimaro can combine his "gift" with his already-exceptional speed. When active, Kimimaro's Curse Mark Jutsu increases his speed and power. After unleashing his curse mark, Kimimaro uses his increased speed to make his combos even harder to block. While in this state, Kimimaro can quickly chip away at an enemy's health bar with a flurry of fast combos.

DANCE OF LARCH

Hold	Hand Sign 1	Release	Follow Through
(LT)	Rotate R or L clockwise	(LT)	Tap A rapidly

Kimimaro's other jutsu, Dance of Larch, is both a damage dealer and a defensive measure. Like Neji's 8 Trigrams Palm Rotation, Kimimaro spins around quickly to fend off feisty foes. Unlike Neji's jutsu, though, Kimimaro's allows him to move toward his enemy while spinning like a top, instead of simply staying in place. Enemies foolish enough to attack while Kimimaro is spinning are subject to a series of stinging strikes from his many bone spikes.

DANCE OF CLEMATIS

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	Target enemy with cursor and press A

By far Kimimaro's most dangerous jutsu, this attack pierces through enemies, punching a huge hole in their health bar! Kimimaro pulls a long bone whip out of his back—a spare spinal column—and wraps it around the target. Once he has the enemy in his whip, he creates a bone drill around his left arm. He then, yanks on the whip, spinning the target like a top, then spears him with the bone drill!

Chapter 1

Chapter 2

Chapter 3

Chapter 4
The Cast

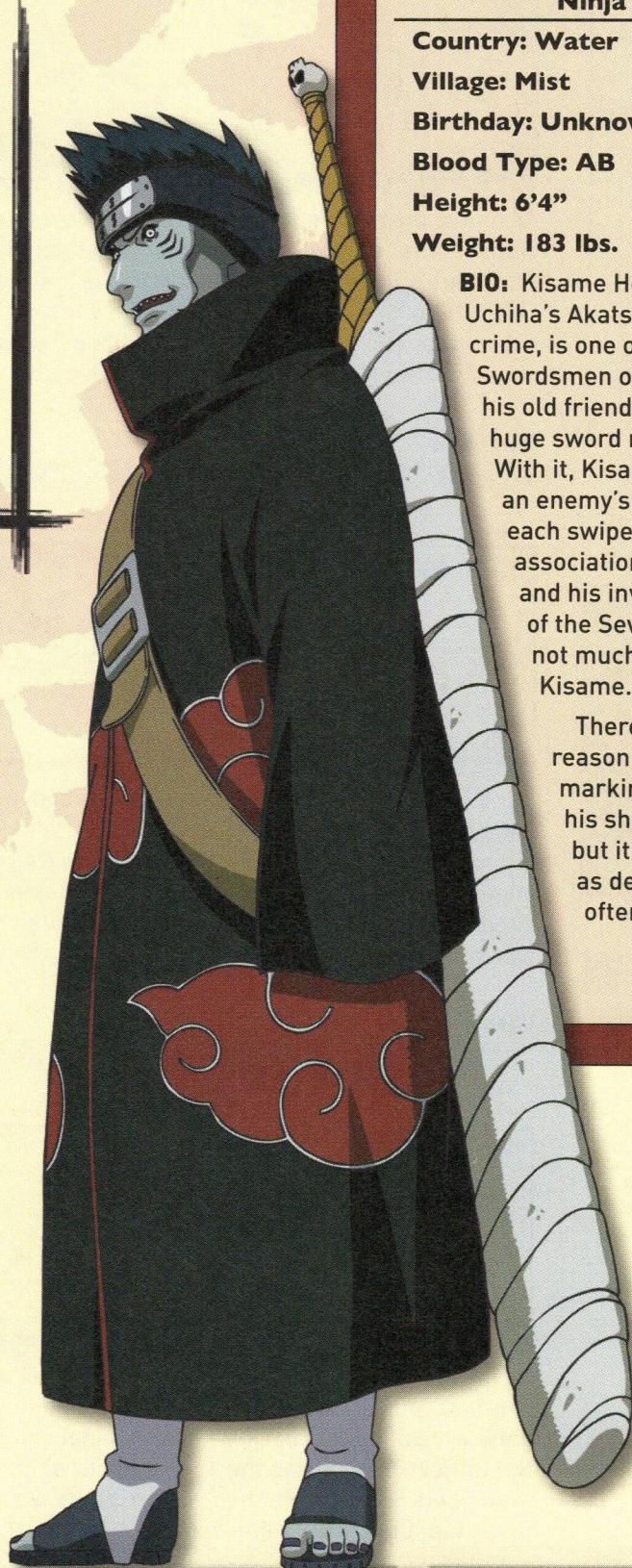
Chapter 5

Chapter 6

Chapter 7



I'm sure that Kisame and Itachi have been on a ton of missions together, but they're no friends of mine. Kisame can stay in Fight mode for all I care!



KISAME HOSHIGAKI

Ninja Profile

Country: Water

Village: Mist

Birthday: Unknown

Blood Type: AB

Height: 6'4"

Weight: 183 lbs.

BIO: Kisame Hoshigaki, Itachi Uchiha's Akatsuki partner in crime, is one of the Seven Ninja Swordsmen of the Mist. He, like his old friend Zabuza, carries a huge sword named Shark Skin. With it, Kisame can syphon an enemy's chakra with each swipe! Aside from his association with the Akatsuki and his involvement as one of the Seven Swordsmen, not much is known about Kisame.

There is no known reason for the gill-like markings on his face or his shark-blue skin tone, but it is clear that he is as deadly as a shark and often just as fierce.

Memorable Moment

Kisame Attacks!

Episode Number: 81

Episode Name: "Return of the Morning Mist"

Manga Volume and Chapter: Volume 16, Chapter 141

When Kisame and Itachi arrived in Leaf Village, they were met by Asuma and Kurenai. The ensuing battle between the Leaf Jonin and the Akatsuki agents was over rather quickly, but not before Kisame could make his presence felt. In the battle, he took on Asuma with his Shark Skin sword.

Though Asuma held off Kisame for a while with his trench knives, Kisame's Water Shark Bomb Jutsu nearly destroyed Asuma in one fell swoop! If not for Kakashi's intervention, Kisame might have gotten the better of Asuma.

Combos

Name	Command
Combo 1	X, Y, Y
Combo 2	X, X, X, Y
Combo 3	L+X, Y
Combo 4	L+X, Y
Combo 5	L+Y, X
Combo 6	L+X, X, X
Combo 7	L+X, X, Y, Y
Air Combo 1	A, X
Air Combo 2	A, Y, X
Throw Kunai	RB
Aerial Kunai Throw	A, RB
Grab Attack	RT
Aerial Grab	A, RT

Jutsu

SHARKSKIN HUNTERS

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	None



Kisame's Shark Skin sword is actually a living blade. In fact, to call it a "blade" is also somewhat misleading because it doesn't have a single edge, but rather hundreds of serrated "teeth" that cover its surface. When it hits, it doesn't cut, it shreds! When Kisame activates his Sharkskin Hungers jutsu he removes some of the bandages covering Shark Skin. With Shark Skin unwrapped, each hit it delivers on the enemy robs the opponent of precious chakra and transfers it to Kisame! This jutsu is particularly useful because it is one of the only jutsu that deals damage and replenishes chakra at the same time!

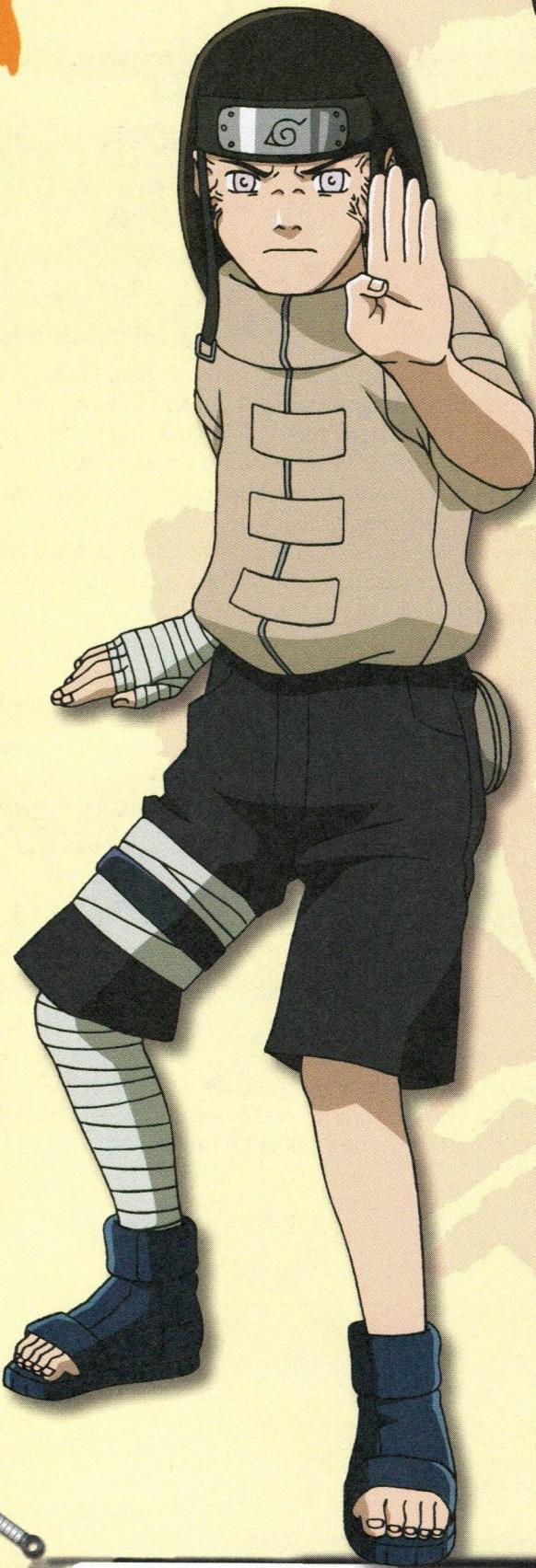
WATER SHARK BOMB

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	Target enemy with cursor and press A



Kisame's Water Shark Bomb Jutsu is a great projectile attack capable of dealing decent damage. After executing the hand signs, Kisame leaps into the air to get a better view of his enemy. While high above his foe, Kisame launches a series of water bombs on the target below. Even if the water bombs don't hit directly, their splash damage can still hurt the enemy.





NEJI HYUGA

Ninja Profile

Country: Fire

Village: Leaf

Birthday: July 5

Blood Type: O

Height: 5'3"

Weight: 101 lbs.

BIO: Neji Hyuga, a naturally gifted prodigy, is part of the branch family of the Hyuga bloodline. Because he is part of the Hyuga bloodline, he is capable of executing the special Byakugan Kekkei Genkai. However, because he is part of the branch family and not the main family, he grew to resent the members of the main bloodline, including his cousin Hinata. Over time, he developed a sense of superiority over less-talented ninja and intense anger toward people with a privileged past.

After facing Naruto in the Chunin Exams, however, Neji learned a lot about himself. His sense of superiority faded and turned into a positive outlook on life. Since then, he's nurtured his sense of camaraderie and teamwork. Now he is one of the Leaf Village's youngest budding leaders.

Memorable Moment

Neji Loses Control!

Episode Number: 46

Episode Name: "Byakugan Battle, Hinata Grows Bold!"

Manga Volume and Chapter: Volume 9, Chapter 78

During the semi-finals of the Chunin Exam's second phase, Neji was finally granted the opportunity to exact revenge on his cousin Hinata. At the start of the battle, Neji's attack was verbal. Rather than deliver punishing blows with his Gentle Fist taijutsu, Neji instead talked down to his cousin, wearing down her already weak confidence.

Once the cousins began to exchange blows, Neji quickly took control of the match. He punished his cousin with repeated blows to her chakra network. As the battle continued, Hinata refused to give in. Before Neji could take things too far and kill his courageous cousin, several of the Leaf Jonin stepped in and stopped the fight.

Jutsu

Combos

Name	Command
Precise Impacts	X, X, X, X
Gentle Fist	X, X, X, Y
Neji's Grace	L + X, Y
Hyuga's Skill	L + Y, X
Rain of Strikes	L + X, X
Divine Fate	L + Y, Y, Y, Y, X
Natural Genius	L + Y, Y, X, X, Y
Bird's Flight	A, X, X, X
Bird's Landing	A, X, X, Y
Destined Takedown	A, Y, X
Throw Kunai	RB
Aerial Kunai Throw	A, RB
Grab Attack	RT
Aerial Grab	A, RT

BYAKUGAN

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
LT	L + R	L + R	LT	None

Neji's Byakugan is a versatile Kekkei Genkai. When it's active, Neji can see chakra emanating from nearby traps left by enemies. It only lasts a few seconds, but that's long enough to allow Neji and his teammates to safely navigate past the traps before the Byakugan expires. In combat, Neji can use Byakugan to detect a foe's chakra flow. With this knowledge, Neji's strikes become more powerful, allowing him to deplete his opponent's health and chakra!

8 TRIGRAMS PALM ROTATION

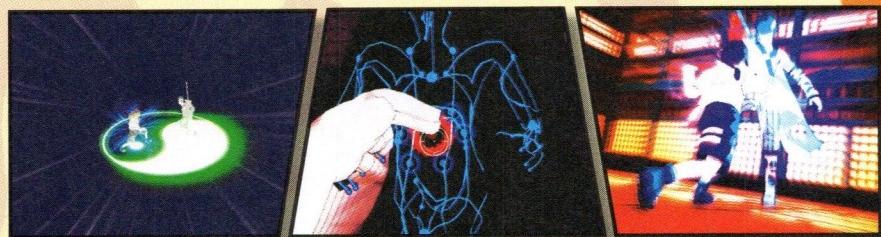
Hold	Hand Sign 1	Release	Follow Through
LT	Rotate R or L clockwise	LT	Rapidly press A



Neji's ultimate defense jutsu, 8 Trigrams Palm Rotation, allows Neji to create a protective barrier that deflects kunai fired by traps! When it's maintained long enough, Neji can avoid taking any damage. Similarly, while fighting, Neji can use 8 Trigrams Palm Rotation to deflect an enemy's attacks while simultaneously inflicting damage on foes at close quarters.

8 TRIGRAMS, 64 PALMS

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
LT	L + R	L + R	LT	Target enemy's chakra points and press A



Of all Neji's jutsu, this is his most destructive. After pummeling an opponent, Neji can put the finishing touches on a fight with his 8 Trigrams, 64 Palms jutsu. With it, Neji focuses his chakra in his hands and attacks the enemy's chakra network, slicing off huge amounts of health and crippling the foe's ability to regenerate chakra! Needless to say, this is one of the most devastating jutsu in the game!



Hey, I've seen 8 Trigrams, 64 Palms jutsu! Neji used it against Hinata in the Chunin Exam finals. Too bad he can't use this jutsu while we're adventuring—he can only use it while in combat.

NINE-TAILED NARUTO

Ninja Profile

Country: Fire

Village: Leaf

Birthday: October 10

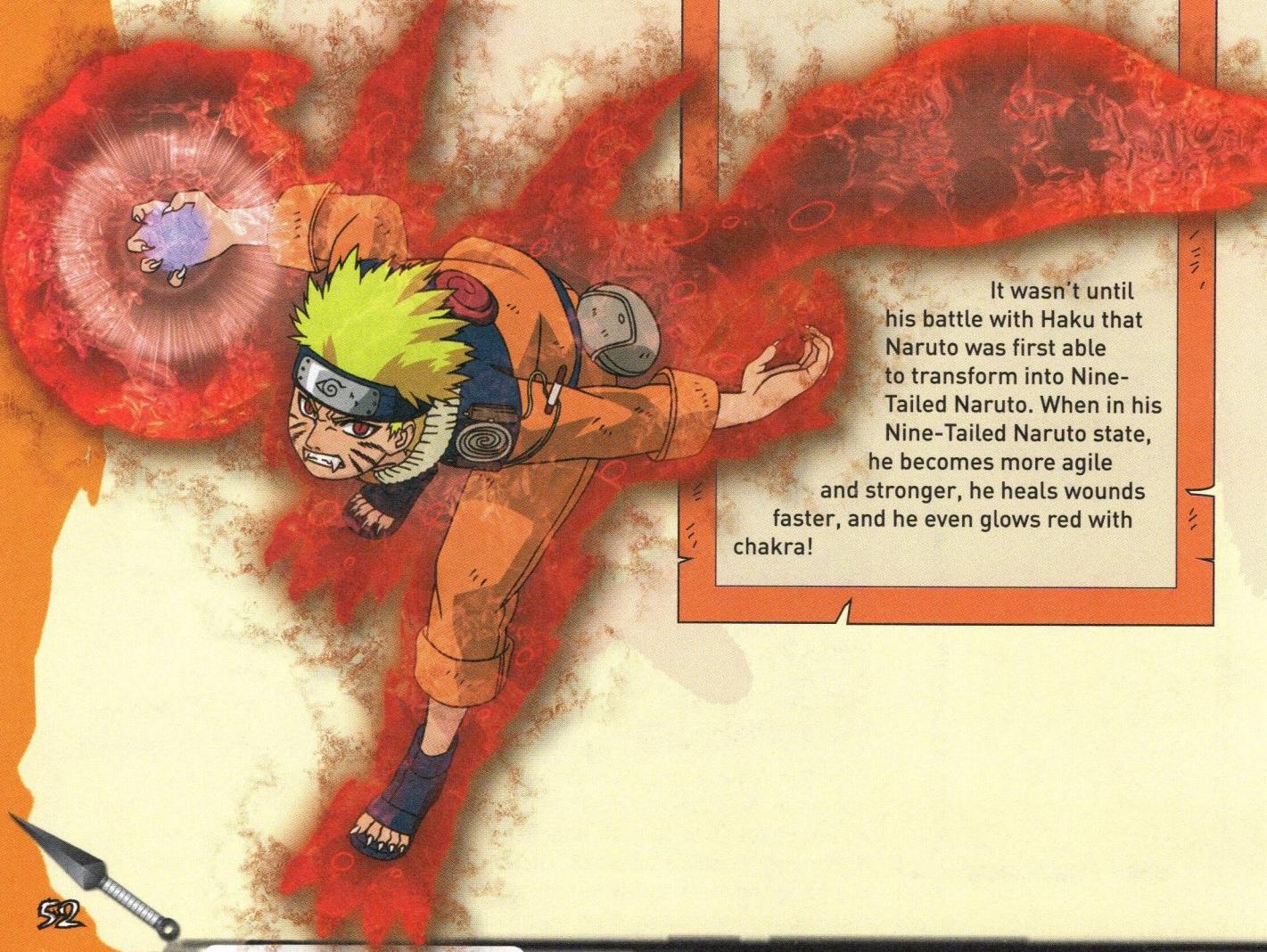
Blood Type: B

Height: 4'9"

Weight: 88 lbs.

BIO: Naruto learned the truth about himself early on. He learned that hidden inside of him is the Nine-Tailed Fox Spirit. Better still, he learned how to harness the spirit's power...somewhat. During certain moments of great duress, Naruto has been able to draw on the Nine-Tailed Fox's chakra to amplify his own.

It wasn't until his battle with Haku that Naruto was first able to transform into Nine-Tailed Naruto. When in his Nine-Tailed Naruto state, he becomes more agile and stronger, he heals wounds faster, and he even glows red with chakra!



Memorable Moment**Nine-Tailed Naruto Unleashed!****Episode Number:** 16**Episode Name:** "The Broken Seal"**Manga Volume and Chapter:** Volume 4, Chapter 28

During his first mission outside the Leaf Village, Naruto and the rest of Squad 7 were ambushed by Zabuza and Haku from the Hidden Mist Village. When Haku defeated Sasuke, Naruto lost control and snapped! The seal that was used to keep the Nine-Tailed Fox Spirit at bay loosened and allowed Naruto to tap into the creature's intense chakra. Suddenly, Naruto was transformed.

His nails grew longer and sharper. His eyes glowed red with bloodlust. And his entire body was surrounded by a red fire-like chakra! Nothing could stop him as long as the Nine-Tailed Fox Spirit's chakra seeped through the seal. It was only after Naruto shattered Haku's Anbu mask and saw that he was the "girl" he

met in the forest earlier that Naruto regained control of himself and the Nine-Tailed Fox Spirit subsided.

Combos

Name	Command
Combo 1	X,X,X,Y,Y
Combo 2	Y,Y,Y,Y
Combo 3	L+X,X,X,X
Combo 4	L+X,Y,X
Combo 5	L+Y,Y,Y,X
Combo 6	L+X,X,X,Y,X,X
Air Combo 1	A,X,X,X
Air Combo 2	A,X,X,Y
Air Combo 3	A,Y,X
Throw Kunai	RB
Aerial Kunai	A, RB
Grab Attack	RT
Aerial Grab	A, RT

Jutsu**RASENGAN**

Hold Hand Sign 1

(LT) Rotate R or L clockwise

Release LT

Follow Through

Keep Rasengan in center ring of target



Nine-Tailed Naruto isn't available while adventuring, so this jutsu is a combat-only ability. Like regular Naruto's Rasengan, this Rasengan is capable of inflicting a ton of damage. After focusing his chakra in the palm of his hand, Nine-Tailed Naruto rushes at his opponent and rams the chakra sphere into the enemy's chest. After focusing Rasengan on the enemy's chest, press A rapidly to increase the damage output. This jutsu only becomes available after you fill the overdrive bar to level two.



When I'm in Nine-Tailed mode, I'm already as mad as I can get. So, in this mode I don't have a Rage ability. That just wouldn't be fair, would it? Hehehe!



Orochimaru is the ultimate creep! Good thing for me, he's only available in Fight mode! That way I can kick his butt! Believe it!



OROCHIMARU

Ninja Profile

Country: Unknown

Village: Sound

Birthday: October 27

Blood Type: B

Height: 5'7"

Weight: 126 lbs.

BIO: Orochimaru is a powerful ninja. He is so powerful, in fact, that he is also one of the Legendary Three Ninja, the Sannin. Even though he grew up in the Leaf Village, nurtured by The Third Hokage, Orochimaru grew to crave power. It was his need for power that pushed him to betray his village. In his pursuit of power, Orochimaru recruited several ninja to do his bidding. After establishing the Hidden Sound Village, Orochimaru orchestrated the attack on his former village.

Even though he is one of the most powerful ninja ever, Orochimaru rarely does his own dirty work. His lackeys include Kabuto, the Sound Four, Kimimaro, Dosu, Kin, and Zaku.

After successfully learning several forbidden jutsu, Orochimaru set his sights on the ultimate forbidden jutsu, the ability to cheat death by transferring his soul into different bodies!

THE CAST

Memorable Moment

Orochimaru Gets His Hands Dirty

Episode Number: 28

Episode Name: "Eat or Be Eaten, Panic in the Forest!"

Manga Volume and Chapter: Volume 6, Chapter 47

Rather than let his minions go at it alone, Orochimaru took a more hands-on approach during the Chunin Exams. When the exam in the Forest of Death began, Orochimaru killed three Grass Ninja and took their leader's identity. He pursued Squad 7 and engaged them in battle. At the time, Squad 7 didn't know who Orochimaru was, but they quickly learned. He fought the trio and would have destroyed them if not for Naruto's Nine-Tailed Fox Spirit.

After testing Sasuke's potential, he decided to back away and leave him with a curse mark instead. He did reveal his true identity before departing, but not before the damage had been done. Sasuke would never be the same, and Orochimaru's plan was set in motion.

Jutsu

GENJUTSU

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	None



Orochimaru may be one of the most powerful ninja ever. His wide array of jutsu ranges from the typical to the forbidden. His Genjutsu ability confuses enemies and makes them nearly uncontrollable. Jumps become attacks, forward becomes backward, and everything gets all mixed up! Even if enemies realize they've been confused by Genjutsu, they can't do anything about it since the remapped button commands change every second!

STRIKING SHADOW SNAKE

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	Target enemy with cursor and press A



Orochimaru's Striking Shadow Snake isn't quite a summoning jutsu, but he does call on his slithery snake friends to do his bidding. After leaping into the air, Orochimaru guides his snakes toward the enemy below. They strike at the enemy several times before launching themselves for one final strike. When executed perfectly, this jutsu is lethal.

Combos

Name	Command
Combo 1	X, X, X
Combo 2	X, X, Y
Combo 3	Y, Y, Y
Combo 4	Y, X, X
Combo 5	L + X, Y
Combo 6	L + X, Y
Combo 7	L + Y, X, Y
Combo 8	L + X, X, X, X, Y
Combo 9	L + X, X, X, Y, X
Air Combo 1	A, X
Air Combo 2	A, Y, X
Throw Kunai	RB
Aerial Kunai Throw	A, RB
Grab Attack	RT
Aerial Grab	A, RT

ROCK LEE

Ninja Profile

Country: Fire

Village: Leaf

Birthday: November 27

Blood Type: A

Height: 5'2"

Weight: 103 lbs.

BIO: Rock Lee, aka Bushy Brow, is the perfect example of what hard work and dedication can accomplish. Where other ninja like Neji and Naruto have natural talent or inherent power, respectively, Rock Lee is without either. As the only one of the Leaf Ninja who completely lacks any talent for genjutsu or ninjutsu, Rock Lee has to focus all his efforts on improving his taijutsu. At a very young age, Lee realized that he would be unable to perform genjutsu and ninjutsu, so he has dedicated his entire life toward the mastery of the physical arts...and impressing his sensei, Might Guy.

The only thing deeper than his dedication to training is his infatuation with Sakura Haruno. Upon first seeing her, he vowed to protect her with his life. During the trials in the Forest of Death, Rock Lee got a chance to do just that, defending the weakened Sakura against Orochimaru's three Sound Ninja goons!



THE CAST

Memorable Moment

Master of the Loopy Fist!

Episode Number: 123

Episode Name: "The Leaf's Handsome Devil!"

Manga Volume and Chapter: Volume 24, Chapter 211

To say that Lee isn't naturally gifted might be an understatement. He does have one natural gift that can only be drawn out under the right circumstances. Shortly after suffering defeat at the hands of Gaara, Rock Lee was hospitalized with critical injuries. Tsunade, the Leaf Village's greatest medical ninja, began treating Lee with a special medicine. However, when Lee accidentally mixed his medicine bottle with Guy-sensei's bottle of elixir, Lee's gift for Loopy Fist taijutsu was unleashed!

Though it had happened once before, the second time he practiced Loopy Fist was at just the right moment—against Kimimaro! During the fight, Kimimaro was completely caught off guard and came close to defeat. And even though Bushy Brow did not emerge from battle victorious, he gave *NARUTO* fans the most hilarious fight ever!

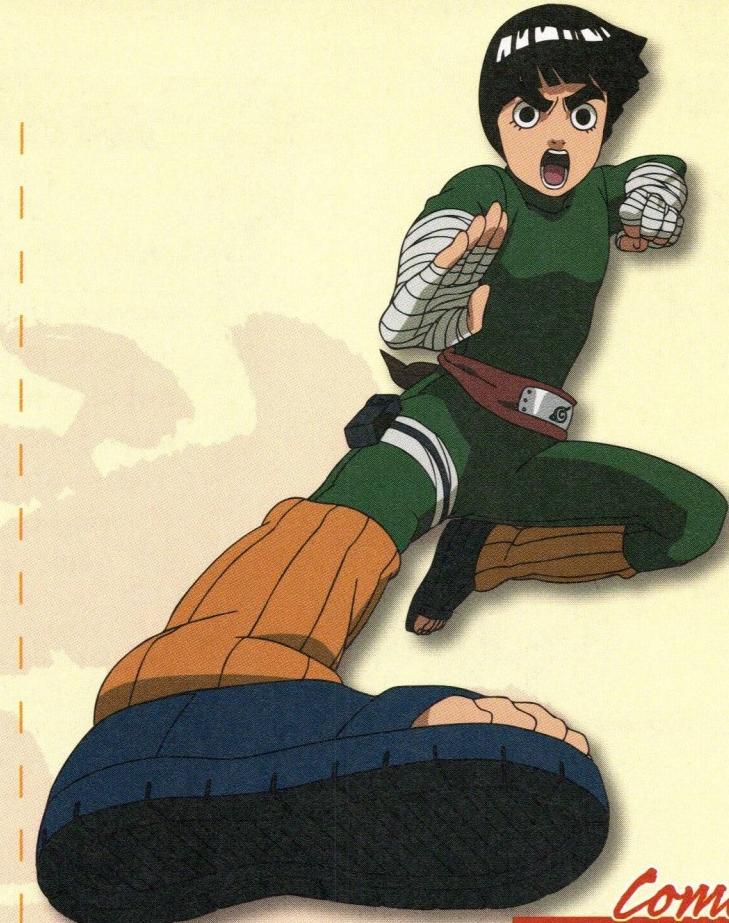
Jutsu

EIGHT INNER GATES

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	None



Rock Lee isn't gifted in the way of jutsu. In fact, he technically doesn't have any. Eight Inner Gates isn't a jutsu, per se, but rather the ability to tap the deepest strength reservoir that is hidden within him. Normally, most people should not and could not open their inner gates and draw on that strength, but Lee's training has been like no other ninja's before him. When he opens his Eight Inner Gates, Rock Lee becomes the fastest ninja ever. His strength also increases, allowing him to inflict even more damage!



Combos

Name	Command
Preying Descent	X, X, X, X, X
Stunning Backhand	X, X, X, X, Y
Splendid Pupil	Y, Y, Y, Y
Challenging Launch	Y, Y, X, X
Valiant Beating	L + X, X, Y, Y
Pummeling of Youth	L + X, X, Y, X
Leaf Hurricane	L + X, Y
Splendid Uppercut	L + Y, Y, Y
Passionate Kick	L + Y, Y, X
Dashing Fist	L + X, X, X, X, Y, Y
Lee's True Speed	L + X, X, X, Y, Y, Y, X
Bushy Brow's Juggling Act	L + Y, Y, Y, X, X, X
Daring Roll Kick	L + Y, Y, X, X, Y, Y
Tornado Spin Kick	A, X, X, X
Circling Kick	A, X, X, Y
Dynamic Heel Drop	A, Y, X
Throw Kunai	RB
Aerial Kunai Throw	A, RB
Grab Attack	RT
Aerial Grab	A, RT



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Sakon and Ukon give me the creeps, but I'm sure I can take them! He, err, they're only available in Fight mode, so I know I'll at least get a crack at 'em! Believe it!

NARUTO 101:

WHEN THE TWIN BROTHERS SPLIT UP, THEIR COLLECTIVE CHAKRA INCREASES TENFOLD!

SAKON AND UKON

Ninja Profile

Country: Unknown

Village: Sound

Birthday: June 20

Blood Type: AB

Height: 5'1"

Weight: 100 lbs.

BIO: Sakon and Ukon are a unique creature. Sakon, the younger of the two, carries Ukon, his older brother, on his back. Ukon isn't only a passenger on his younger brother's back, though, he shares the same body!

Together, the two make one fourth of Orochimaru's bodyguards, the Sound Four. Of the group, Sakon and Ukon are the strongest and fastest.

After Kimimaro relinquished his role in the Sound Five, the group became the Sound Four and Sakon became their leader. While Sakon tends to be a bit more brash, Ukon usually balances his brother out...

figuratively and literally. Don't be fooled, though, the twin brothers can split in two and become double the trouble! Even more frightening, Ukon's ability to demolecularize allows him to infiltrate and meld with an enemy's body and attack them from within!



Memorable Moment

The Brothers Split!

Episode Number: 120

Episode Name: "Roar and Howl! The Ultimate Tag-Team!"

Manga Volume and Chapter: Volume 23, Chapter 204

After Sasuke fled from the Hidden Leaf Village with the Sound Four, Shikamaru's team was able to catch up to Orochimaru's goons. One by one, the Leaf Ninja team faced off against the Sound Ninja. When Kiba and Akamaru caught up to Sakon and Ukon, the fight was anything but dull. Kiba and Akamaru combined their powers and unleashed new jutsu, throwing Sakon and Ukon off guard.

However, when the twin brothers decided to split into two, Kiba and Akamaru quickly realized that they were in over their heads. The Sound Ninja brothers bested Kiba and his pet pup and forced them to retreat deeper into the forest. Little did the evil twins know, however, that help for the Leaf Ninja was on its way!

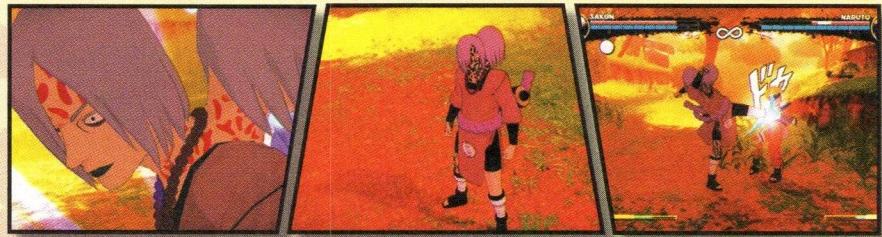
Combos

Name	Command
Combo 1	X, X, X, X
Combo 2	X, X, X, Y
Combo 3	L + X, X, Y
Combo 4	L + X, Y, X
Combo 5	L + Y, X
Combo 6	L + X, X, X
Combo 7	L + X, X, Y, X
Combo 8	L + Y, Y, Y, Y, X
Combo 9	L + Y, Y, Y, X, X
Air Combo 1	A, X
Air Combo 2	A, Y, X
Throw Kunai	(RB), (RB)
Aerial Kunai Throw	A, (RB), (RB)
Grab Attack	(RT)
Aerial Grab	A, (RT)

Jutsu

CURSE MARK JUTSU

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	None



Sakon is a frighteningly powerful fighter as is, but when he unleashes his Curse Mark Jutsu, he becomes even stronger! After activating his Curse Mark Jutsu, the curse mark on his body spreads all over his body and increases his damage ability. Every hit will deal more damage while his Curse Mark Jutsu is active!

TWIN DEMON ATTACK

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	Lock on both crosshairs



Sakon's Twin Demon Attack is a lot like Kiba's Fang Over Fang. After splitting apart, Sakon and his twin activate their demon state and attack! They launch themselves at the target, then bounce the defenseless enemy between them with a series of savage punches! When executed well, this jutsu can dish out nearly 300 points of damage!



SAKURA HARUNO

Ninja Profile

Country: Fire

Village: Leaf

Birthday: March 28

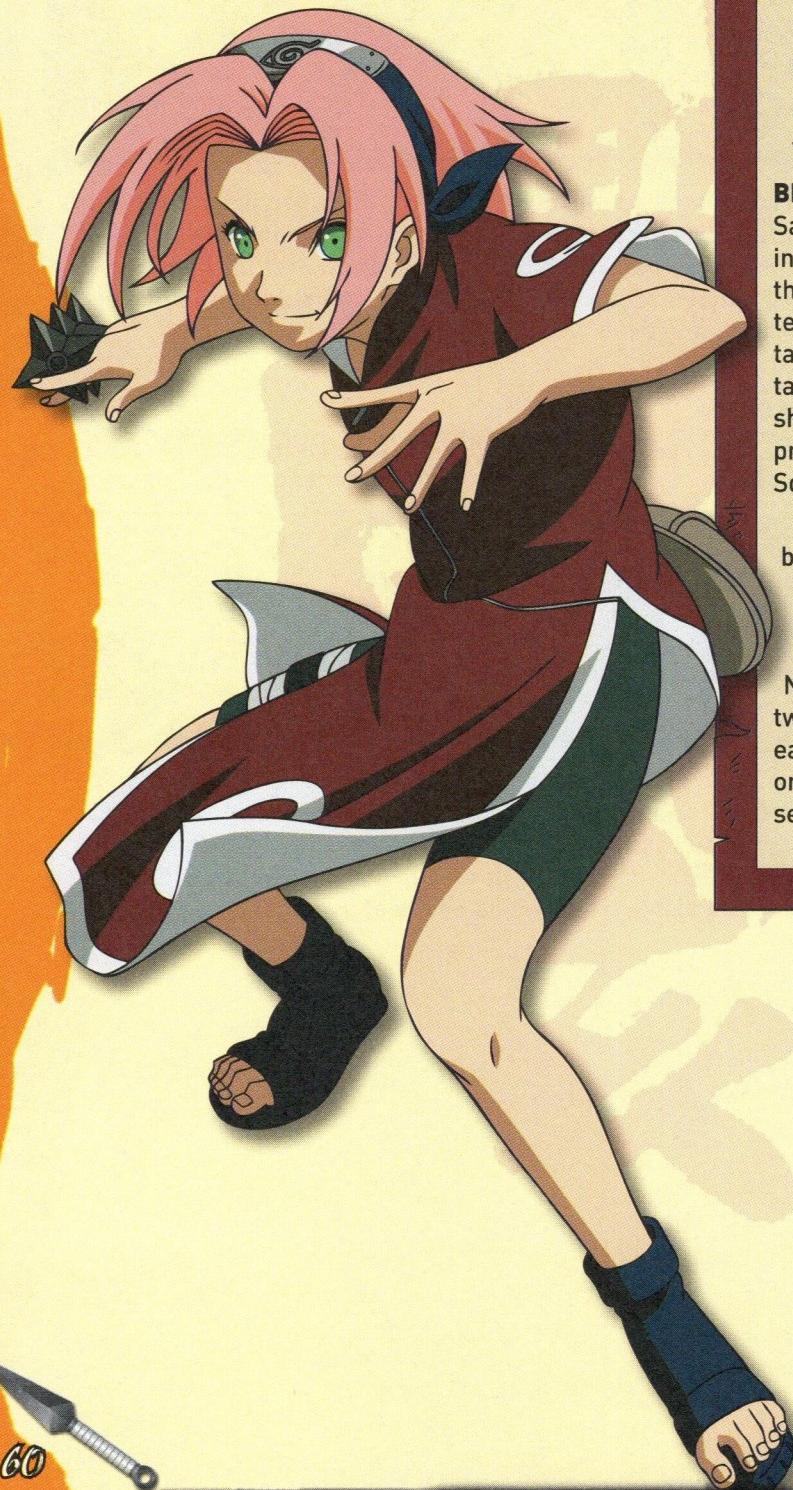
Blood Type: O

Height: 4'11"

Weight: 78 lbs.

BIO: With teammates like Naruto and Sasuke, Squad 7 was bound to get itself into plenty of tough spots. Luckily for them, they had Sakura Haruno on their team. Sakura may not be the most talented fighter, but she's exceptionally talented with chakra control. In fact, she's one of the Hidden Leaf's most promising medical ninja! Her role in Squad 7 is very befitting her personality.

Because she usually strikes a balance between her outward self and her "Inner" Sakura—the manifestation of her stronger emotions—she also can strike a balance between impetuous Naruto and cocky Sasuke. While the two boys stand toe to toe and posture at each other, Kakashi can always count on Sakura to bring them back to their senses.



Memorable Moment**Beauty and Brains!****Episode Number:** 25**Episode Name:** "The Tenth Question, All or Nothing!"**Manga Volume and Chapter:** Volume 5, Chapter 43

During the first phase of the Chunin Exam, the Academy proctors designed a written test to challenge even the smartest of ninja. The questions on the test were so difficult that only super smart ninja could answer them correctly. The test was actually designed to force the ninja to cheat! Instead of grading them on their answers to the written test, they were actually being tested on how covertly they could cheat!

Sakura was so bright that she not only saw through the hidden challenge, but was one of the only ninja (aside from Academy plants in the room) that could actually answer some of the written questions correctly!

Combos

Name	Command
Haruno's Special	⊗, X, X, X, X
Girl Power	X, X, X, Y
Brainiac Attack	Y, Y, Y
Kunoichi Wheel	Y, X, X
Tough Love	← + X, X, X, X
Angry Sakura	← + X, X, X, Y
Mind Your Manners	L + X, X, X
Deceptive Maneuver	L + X, X, Y
Nimble Ninja	L + Y, Y, X
Heavy Blossom Attack	L + X, X, X
Genjutsu Strike	L + Y, Y, X
Sakura's Favorite	L + Y, Y, Y, Y, Y
Light as a Feather	A, X, X, X
Mind Over Matter	A, X, X, Y
Multiple Air Impact	A, Y, X, X, X
Throw Kunai	RB, RB, RB
Aerial Kunai Throw	A, RB, RB, RB
Grab Attack	RT
Aerial Grab	A, RT

JutsuCHAKRA CONCENTRATION

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	None



In battle, Sakura can concentrate her chakra at her hands and feet. With her hands and feet empowered by chakra, Sakura can increase the damage dealt by taijutsu attacks. This is one of Sakura's most valuable jutsu. She's not the strongest fighter in the village, so anything that helps increase her attack power is always good.

HEALING PALM

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	None



Sakura's training as a medical ninja allows her to heal herself while in battle. When active, Sakura's Healing Palm technique slowly replenishes health over time. She can use this either at the beginning of battle to negate an enemy's initial attacks or after she's sustained damage to keep from being defeated.

SARUTOBI SENSEI, aka THE THIRD HOKAGE

Ninja Profile

Country: Fire

Village: Leaf

Birthday: February 8

Blood Type: A

Height: 5'4"

Weight: 111 lbs.

BIO: Perhaps no other person has quietly played a greater role in Naruto's life than The Third Hokage. After The Fourth Hokage saved the Hidden Leaf Village by sealing the Nine-Tailed Fox Spirit inside Naruto, The Third Hokage decreed that it should never be spoken of again. As a result, none of the young people in the village, including Naruto, know about the spirit inside him!

As Naruto grew into a spunky young ninja, The Third Hokage would keep watch over him with his crystal ball.

Because he was the village's leader and guardian, The Third Hokage provided many of the young ninja in the village a role model. His strength and compassion were integral to Naruto's development. It is because of Sarutobi Sensei that Naruto aspires to be a great Hokage.



Memorable Moment

The Third Hokage Falls Victim to the Sexy Jutsu

Episode Number: 2

Episode Name: "My Name is Konohamaru!"

In an encounter that only happened in the NARUTO anime, but not the manga, Naruto actually got the better of The Third Hokage once! After spending nearly three hours applying face paint for his picture in the village's official ninja handbook, Naruto was scolded by The Third Hokage for looking silly. Naturally, Naruto didn't appreciate the criticism, so he objected. Still, The Third Hokage would not let Naruto appear in the village's ninja handbook looking so ridiculous!

When it became clear that The Third Hokage would not budge, Naruto decided to persuade him with his Sexy Jutsu. Much to The Third Hokage's surprise, the Sexy Jutsu worked and stunned him! Suddenly, the Hokage was on the floor, lying flat on his back!

Combos

Name	Command
Combo 1	X, X, X, X
Combo 2	X, X, X, Y
Combo 3	Y, Y, Y
Combo 4	Y, X, X
Combo 5	L+X, X, X
Combo 6	L+X, Y, X
Combo 7	L+Y, Y, X
Combo 8	L+X, X, Y
Combo 9	L+Y, Y, Y, Y, Y
Combo 9	L+Y, Y, Y, X, X
Air Combo 1	A, X, X, X
Air Combo 2	A, X, X, Y
Air Combo 3	A, Y, X, X, X
Throw Kunai	(RB), (RB)
Aerial Kunai Throw	A, (RB), (RB)
Grab Attack	(RT)
Aerial Grab	A, (RT)

Jutsu**NEUTRALIZATION JUTSU**

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	None



Sarutobi Sensei's greatest sacrifice was to keep Orochimaru from ever executing a jutsu again. He disabled Orochimaru's arms to keep him from executing the necessary hand signs for his jutsu. His Neutralization Jutsu is similar in effect, but he doesn't have to give his life to execute it. Once active, Neutralization Jutsu intercepts an opponent's jutsu! The Third Hokage can use this ability to neutralize enemies highly skilled in powerful jutsu and buy time to attack!

GREAT MUD RIVER

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	None



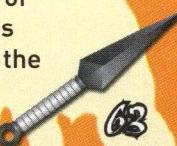
The Third Hokage's Great Mud River is more of a defensive jutsu. After activating it, Sarutobi Sensei can temporarily keep his rival at bay. The river pushes the enemy away for a bit, making it difficult to reach The Third Hokage and attack.

SHURIKEN SHADOW JUTSU

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	Confuse opponent by making patterns of A, B, X, or Y

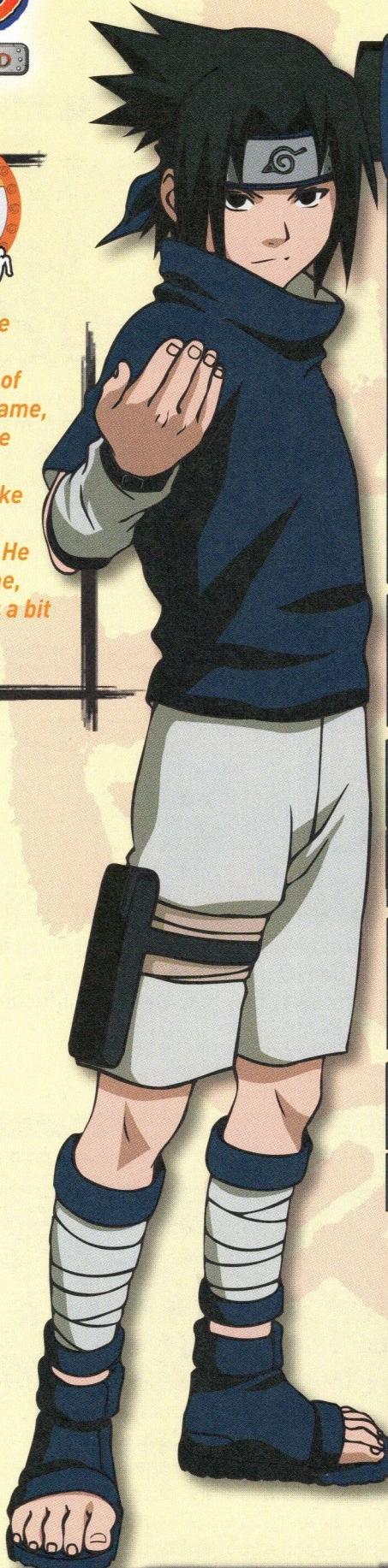


The Third Hokage's most destructive jutsu, this attack can slice up an enemy with ease! After activating it, Sarutobi creates a swarm of shuriken all around him. He charges at the opponent and launches shuriken after shuriken at the enemy, each one slicing off a bit of the target's health. When executed well, Sarutobi Sensei finishes the jutsu by smacking the dazed opponent with his Adamantine Nyoi!





You might notice that there is a second version of Sasuke in the game, just like me. The Chunin Exam version of Sasuke is just like the other Sasuke. He plays the same, but just looks a bit different.



SASUKE UCHIHA

Ninja Profile

Country: Fire

Village: Leaf

Birthday: July 23

Blood Type: AB

Height: 4'11"

Weight: 93 lbs.

BIO: As one of the last two remaining members of the Uchiha Clan, Sasuke is driven by an intense anger toward his brother Itachi. Ever since he found his clan massacred by his brother as a young child, Sasuke's only goal is to avenge his family by destroying Itachi. He's trained hard and become one of the Hidden Leaf Village's best ninja. But try as he might, he can't shake off Naruto, his best friend and only rival. As Sasuke improves, so does Naruto, which also drives Sasuke to improve.

Even though he may never show much emotion, the stoic Sasuke does care about his teammates Sakura and Naruto. As Squad 7's unofficial leader, he often does a lot of the heavy lifting in missions. During the trials in the Forest of Death, Sasuke was cursed by Orochimaru! Today, Sasuke bears Orochimaru's curse mark on his neck. During moments of extreme anger or stress, the curse mark spreads across Sasuke's body, increasing his power exponentially!

NARUTO 101:

SASUKE ISN'T THE ONLY PERSON FROM THE HIDDEN LEAF VILLAGE THAT BEARS OROCHIMARU'S CURSE MARK. ANKO MITARASHI, ONE OF THE HIDDEN LEAF JONIN WAS ONCE OROCHIMARU'S STUDENT AND SHE, TOO, BEARS HIS CURSE MARK ON HER NECK.

Memorable Moment

Chidori!**Episode Number:** 67**Episode Name:** "Late for the Show, But ready to Go! The Ultimate Secret Technique is Born!"**Manga Volume and Chapter:** Volume 13, Chapter 113

During the Chunin Exam finals, Sasuke was supposed to face Gaara. When Sasuke didn't arrive for his match, the much-anticipated battle was postponed. Several other matches took place, and eventually Sasuke arrived just in time to battle the Sand sibling. Gaara's sand defenses were nearly impenetrable. That is until Sasuke unleashed the new jutsu he had just finished training on—the reason he was so late.

During the match, Gaara encapsulated himself in a sand cocoon. He was completely guarded! That's when Sasuke backed away, charged his chakra in the palm of his hand like Kakashi's Lightning Blade, and charged Gaara's cocoon! He launched one single, chakra-charged jab at the cocoon and unleashed Chidori, his newest jutsu!

Combos

Name	Command
Avenger's Rush	X, X, X, X
Avenger's Path	X, X, X, Y
Drop Kick	Y, Y, Y
Crane Attack	Y, X, Y
Reverse Fist	L + X, Y
Deadly Arabesque	L + Y, X, Y
Acrobatic Assault	L + X, X, X
Uchiha's Pride	L + X, Y, Y, Y, X
Pelting Fan Kicks	A, X, X, X
Aerial Punishment	A, X, X, Y
Hawk Dive	A, Y, X
Throw Kunai	(RB), (RB)
Aerial Kunai Throw	A, (RB), (RB)
Grab Attack	(RT)
Aerial Grab	A, (RT)

Jutsu

SHARINGAN

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
LT	L + R	L + R	LT	None



Sasuke's Sharingan is a unique ability. Like Neji's Byakugan, the Sharingan allows Sasuke to see the imperceptible. When in a mission, Sasuke can use the Sharingan to detect patterns of movement around him. In this state, time seems to slow down for him, allowing Sasuke to navigate dangerous areas with more ease. In battle, though, Sharingan allows Sasuke to anticipate an enemy's attacks. When the Sharingan is active, Sasuke will automatically block and dodge all attacks as long as he stands still.

PHOENIX FLOWER JUTSU

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
LT	L + R	L + R	LT	Target enemy and press A



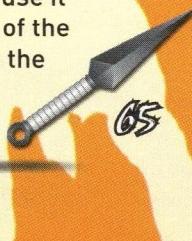
The Phoenix Flower Jutsu is a signature jutsu of the Uchiha clan. This jutsu launches a dangerous fireball at the enemy that, if it hits directly, can scorch off a sizable chunk of health. However, even if the fireball doesn't hit directly, it still has the potential to deal damage as long as it lands close to the enemy.

CHIDORI

Hold	Hand Sign 1	Release	Follow Through
LT	Rotate R or L clockwise	LT	Focus Chidori on enemy's center



Like Naruto's Rasengan, Sasuke's Chidori can bust through large cracked rocks. This is one of Sasuke's most helpful jutsu because he can use it while adventuring and in battle. In combat, Chidori becomes one of the most dangerous jutsu in the game. Sasuke can launch himself at the enemy, striking with Chidori and ripping through their defenses while dishing out major damage.



CURSE MARK SASUKE

Ninja Profile

Country: Fire

Village: Leaf

Birthday: July 23

Blood Type: AB

Height: 4'11"

Weight: 93 lbs.

BIO: Unlike Naruto, Sasuke does not have a spirit dwelling inside him. He does, however, have an intense need for power so that he might one day avenge his clan by defeating Itachi Uchiha. After being cursed by Orochimaru in the Forest of Death, Sasuke gained his greatest power of all, the Curse Sealing!

When opened, the Cursed Seal allows Sasuke to transform into a frightening form! In his Second State, Sasuke sprouts wings that resemble large hands and his skin turns a deep grey. Most important, though, is Sasuke's increased strength and chakra! Curse Mark Sasuke could rival and maybe even best Nine-Tailed Naruto!



Memorable Moment**The Valley of the End****Episode Number:** 133**Episode Name:** "A Plea from a Friend"**Manga Volume and Chapter:** Volume 26, Chapter 231

After catching up to Sasuke, Naruto was certain he'd be able to bring him back to Hidden Leaf Village. There, at the Valley of the End, Naruto tried to talk Sasuke back, but it was too late. Orochimaru's Cursed Seal had taken over and begun to transform Sasuke.

Naruto had no choice but to engage him in battle. When he did, Sasuke held his own at first. But when Nine-Tailed Naruto emerged, Sasuke's Second State did as well! The battle was intense as two powerful ninja with intense chakras faced off in *NARUTO*'s fiercest battle yet!

Jutsu**CHIDORI**

After filling level two of his overdrive bar, Curse Mark Sasuke can execute his only jutsu. Even though it's his only jutsu, it's so powerful, it's the only one he needs. Similar to Naruto's Rasengan, Sasuke charges his chakra into his hand and slices through his target with it! If executed well and with the 1.20 damage multiplier, Sasuke can deplete an enemy's health bar almost entirely!

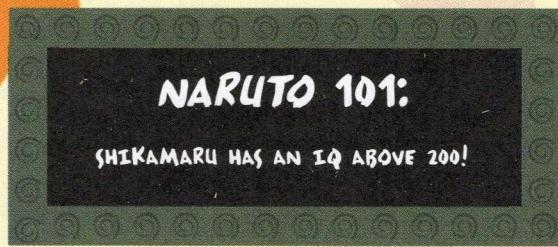
Combos

Name	Command
Combo 1	X, X, X, X, Y
Combo 2	Y, Y, X, Y
Combo 3	L+X, X, Y
Combo 4	L+Y, X, Y, Y
Combo 5	L+Y, Y, Y, Y, X
Air Combo 1	A, X, X, X
Air Combo 2	A, X, X, Y
Air Combo 3	A, Y, X
Throw Kunai	(RB), (RB)
Aerial Kunai	A, (RB), (RB)
Grab Attack	(RT)
Aerial Grab	A, (RT)



Hey, if my Nine-Tailed Naruto doesn't have Rage mode, neither should Curse Mark Sasuke! That's not fair! Oh wait. He doesn't! Hehehe!





SHIKAMARU NARA

Ninja Profile

Country: Fire

Village: Leaf

Birthday: September 22

Blood Type: AB

Height: 4'11"

Weight: 93 lbs.

BIO: Of the Nine Leaf rookies, Shikamaru Nara is the first one to attain chunin level after the Chunin Exams. Even though he's the laziest ninja in the entire village, Shikamaru is actually the smartest, most gifted tactician among his friends. Even though he surrendered during his battle in the Chunin Exam finals, the Hidden Leaf Village's judges saw his true potential.

Little did Shikamaru know, even though he'd been shirking responsibility nearly his entire life, that shortly after the Chunin Exams he'd bear the greatest task of all the young Leaf Ninja. He was tasked with forming and leading a team to retrieve Sasuke from the Sound Four!

Memorable Moment**Three Steps Ahead****Episode Number:** 64**Episode Name:** "Zero Motivation, The Guy With Cloud Envy"**Manga Volume and Chapter:** Volume 12, Chapter 108

Shikamaru never had motivation during battle. But he had even less during the biggest battle of his life at the Chunin Exam finals. After defeating Kin in the semi-finals, Shikamaru was pit against Temari in the finals. As his name was called, Shikamaru didn't move a muscle toward the fighting arena. If it had not been for Naruto pushing him into the arena, Shikamaru might not have even stepped into the battle area!

Once the fight started, Shikamaru finally got into the swing of things. He carefully plotted and strategized until he had his next several steps planned ahead. He launched his attack and caught Temari in his Shadow Possession Jutsu! But before he could officially win the match, Shikamaru quit! He figured that if he made chunin rank, he'd have to take on even more responsibilities and that would be a "drag."

Combos

Name	Command
Laid Back Attack	X, X, X, X
Binding Slash	X, X, X, Y
Strategic Kick	Y, Y, Y
Rising Heel	Y, X, X
Kunai Devastation	L + X, Y, Y
Lazy Man's Slide	L + X, Y, X
Hail of Kunai	L + X, X, X, X
Unexpected Backbreaker	L + X, X, X, Y
Cheap Trip	L + X, X, X, X, X
Nara's Surprise	L + X, X, X, Y, Y
Kicks Are a Drag	L + Y, Y, Y, Y, Y
Unwelcome Gift	L + Y, Y, Y, X
Shadowy Projection	A, X
Enemy's Downfall	A, Y, X, X
Throw Kunai	RB, RB, RB
Aerial Kunai Throw	A, RB, RB, RB
Grab Attack	RT
Aerial Grab	A, RT

Jutsu**SHADOW POSSESSION JUTSU**

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
LT	L + R	L + R	LT	None



While on a mission with his team, Shikamaru can use his Shadow Possession Jutsu to keep his teammates safe. When active, Shikamaru can use his shadow to possess a teammate and keep them from danger. If a teammate is traversing a dangerous area and falls into a trap, Shikamaru can catch them as they fall and back them out of the trap before they take damage! In battle, Shikamaru uses the Shadow Possession Jutsu to freeze his opponents in place. While frozen, Shikamaru can launch devastating combos on the helpless foe!

SHADOW STRANGULATION/SHADOW HAND JUTSU

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
LT	L + R	L + R	LT	Center cursor on enemy



While on a mission, Shikamaru uses his Shadow Hand Jutsu to reach distant switches and hard-to-get objects. Any area marked by orange bands indicates an area where Shikamaru can use his special shadow technique to help his team proceed. In battle, Shikamaru's Shadow Hand is used to execute his Shadow Strangulation technique. The hand stretches across the battleground and squeezes a decent amount of health from his opponent.



TAYUYA

Ninja Profile

Country: Unknown

Village: Sound

Birthday: February 15

Blood Type: A

Height: 4'10"

Weight: 84 lbs.

BIO: Tayuya is the Sound Four's foul-mouthed kunoichi. Unlike her Sound Four partners, Tayuya carries a weapon into battle. Ironically, though, it's not a conventional weapon like kunai or shuriken. Her one and only weapon is a flute! With it, Tayuya can summon three demons to help her in battle. By playing different tunes on her flute, she can command the demons to do her bidding!



Memorable Moment

A Demonic Tune

Episode Number: 120

Episode Name: "Roar and Howl, the Ultimate Tag-Team"

Manga Volume and Chapter: Volume 23, Chapter 202

While all the other members of the Sound Four were engaged in battle with the pursuing Leaf Ninja, Tayuya was stopped by none other than the ultimate layabout, Shikamaru! At first it seemed as if Shikamaru's keen intellect would be the deciding factor in the battle, but after a few short minutes of battle, Shikamaru was stumped!

He'd never seen an enemy use a musical instrument as a weapon and, to make matters worse, Tayuya's three demon puppets kept Shikamaru on defense! If it had not been for an unlikely ally that showed up in the nick of time, Shikamaru might never have made it out of the woods alive!

Combos

Name Command

Combo 1 **X,X,X,X**

Combo 2 **X,X,Y,Y**

Combo 3 **Y,Y,Y**

Combo 4 **Y,Y,X,X,Y**

Combo 5 **L+X,Y**

Combo 6 **L+Y,Y,X**

Combo 7 **L+X,X,X,X,X**

Combo 8 **L+X,X,X,Y,Y**

Air Combo 1 **A,X,X,X**

Air Combo 2 **A,X,X,Y**

Air Combo 3 **A,Y,X**

Throw Kunai **RB, RB**

Aerial Kunai **A, RB, RB**

Grab Attack **RT**

Aerial Grab **A, RT**

Jutsu

CURSE MARK JUTSU

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	None



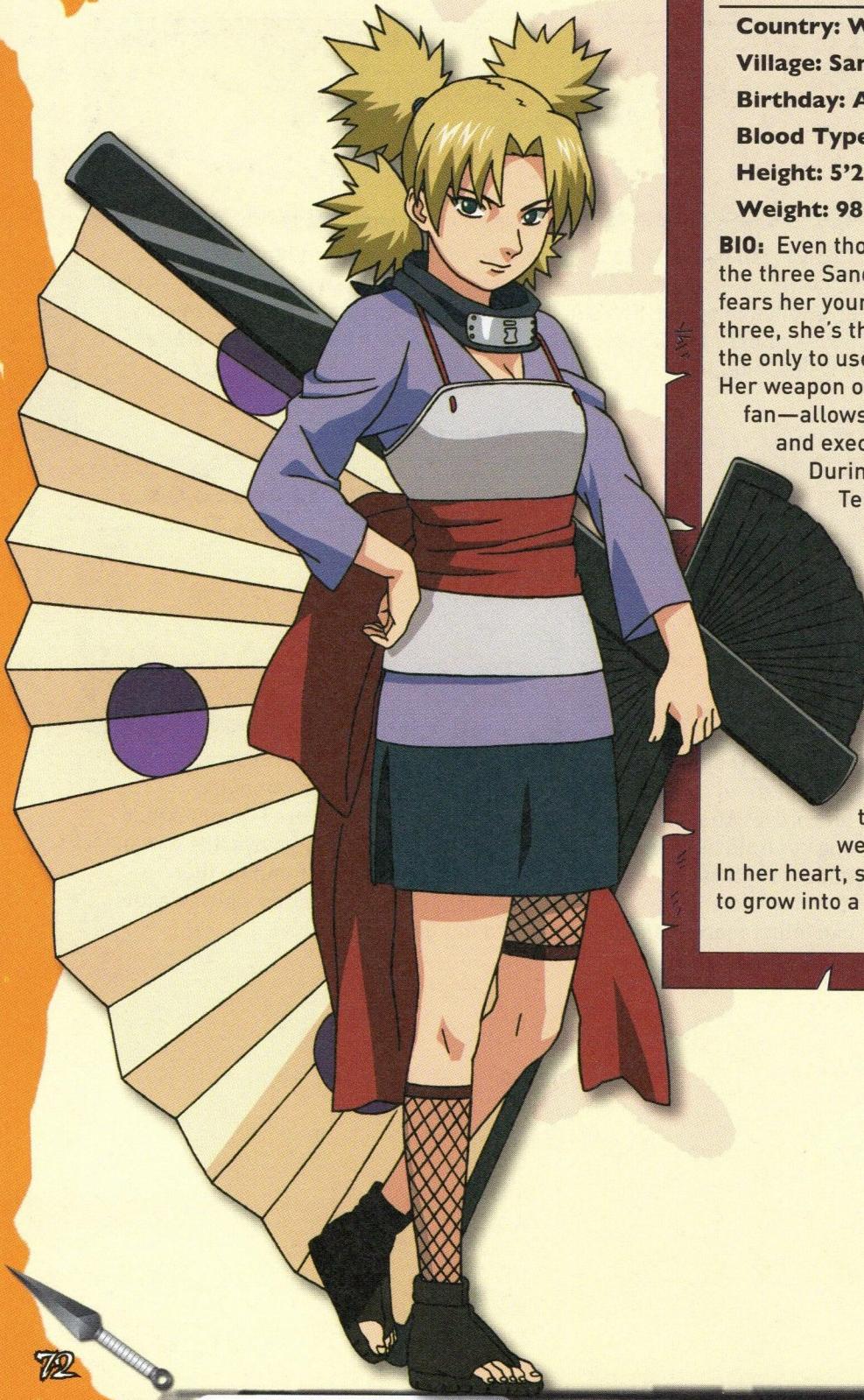
Tayuya also has a curse mark thanks to Orochimaru. Like her teammates, she can draw on the power of the curse mark to increase her strength and speed. She's not the strongest fighter of the Sound Four, but her Curse Mark Jutsu helps compensate for her less-than-stellar physical abilities.

FINALE: NINTH PASSAGE, DEMON REVOLUTION

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	Confuse opponent by making patterns of A, B, X, or Y



Ironically, the least powerful of the Sound Four has the most destructive jutsu of them all. Tayuya's melodic jutsu is a type of summoning technique. After playing on her flute, she summons three demons that she controls like puppets. Depending on the notes she plays, the demon puppets will strike at the enemy with their tentacled mouths, then pummel the enemy with physical attacks! When executed well, this jutsu can inflict more than 500 points of damage!



TEMARI

Ninja Profile

Country: Wind

Village: Sand

Birthday: August 23

Blood Type: O

Height: 5'2"

Weight: 98 lbs.

BIO: Even though she's the oldest of the three Sand Siblings, Temari still fears her younger brother, Gaara. Of the three, she's the most level headed and the only to use "traditional" weaponry. Her weapon of choice—the oversized fan—allows her to manipulate wind and execute Wind Style jutsu.

During battle with Shikamaru, Temari proved to be nearly as smart as the Hidden Leaf's genius.

Temari helped Gaara escape shortly after the failed attack on the Hidden Leaf Village. Though she was initially an instrument of destruction, she, like the rest of the Sand Ninja, were fooled by Orochimaru. In her heart, she still has the potential to grow into a mature young ninja.

Memorable Moment

Untouchable

Episode Number: 43

Episode Name: "Killer Kunoichi and a Shaky Shikamaru"

Manga Volume and Chapter: Volume 9, Chapter 73

Among the three Sand Siblings, Gaara is the one who usually goes unscathed. In her battle against Tenten, however, Temari proved that she, too, was untouchable. During their fight in the Chunin Exam prelims, Temari fought another weapons expert in Tenten.

Tenten launched every attack in her arsenal, and Temari simply shrugged them off with a wave of her huge fan. Despite the storm of shuriken, kunai, and other blades that Tenten rained down on her opponent, Temari emerged from the fight without a scratch. She even repelled an attack from the Hidden Leaf's fastest fighter, Rock Lee!

Combos

Name	Command
Combo 1	X, X, X, Y, X
Combo 2	Y, Y, X
Combo 3	L+X, X, Y
Combo 4	L+Y, Y
Combo 5	L+X, X, X
Combo 6	L+Y, Y, X
Combo 7	L+X, Y, Y
Combo 8	L+Y, Y, X, X, Y
Air Combo 1	A, X, X, X
Air Combo 2	A, X, X, Y
Air Combo 3	A, Y, X, X
Throw Kunai	RB, RB
Aerial Kunai	A, RB, RB
Grab Attack	RT
Aerial Grab	A, RT

Jutsu

SAND STORM JUTSU

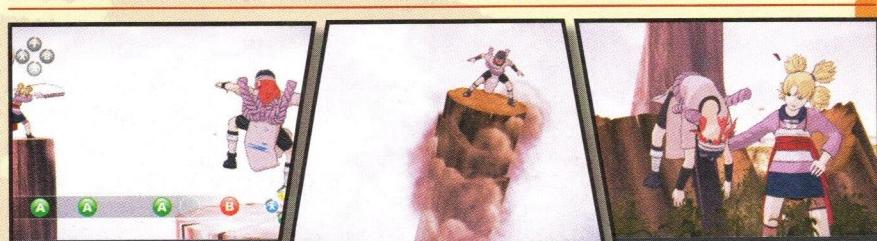
Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	None



Temari can harness the power of sand and wind! With this jutsu, she uses both to create a mini-sandstorm that knocks her opponent away with every blow! After surrounding herself with a swirling sandstorm, Temari can punch and kick her opponent nearly across the entire battlefield. She also can use this technique defensively to keep her enemies at bay.

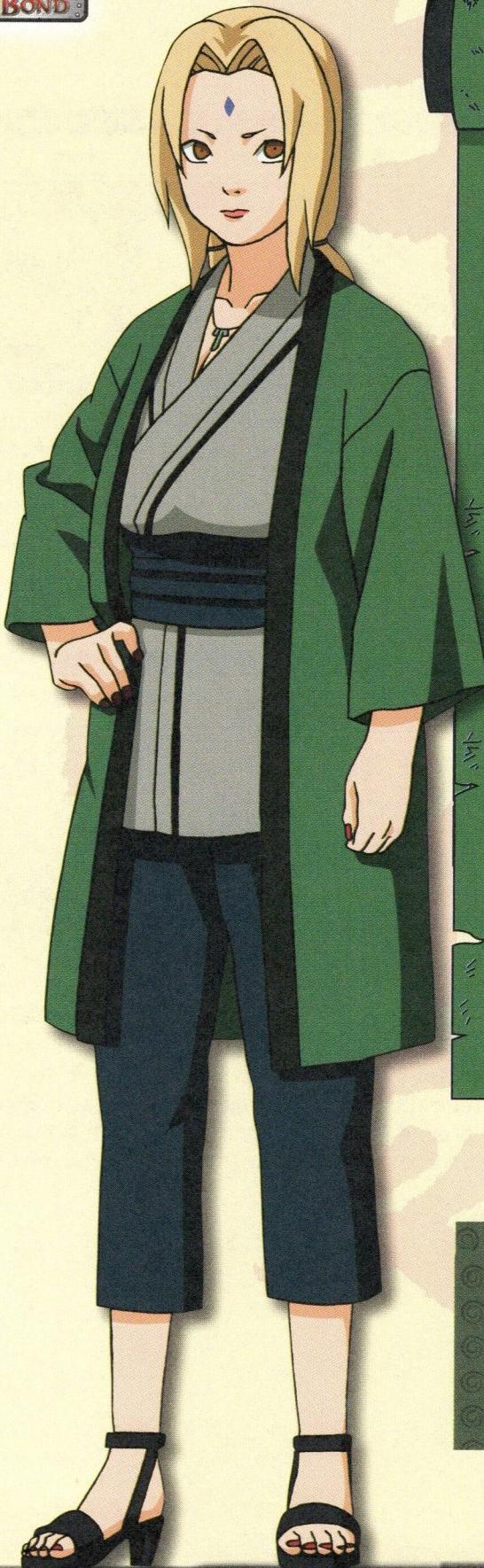
WIND SCYTHE JUTSU

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	Confuse opponent by making patterns of A, B, X, or Y



Using her oversized fan, Temari sends a gust of wind to carry her opponent (and herself) onto tall wooden pillars. Once her opponent is stuck atop the pillar, Temari fires several more gusts of wind at her target to knock her off balance. After pummeling her enemy with wind bursts, she sends yet another wind burst that destroys the pillar and sends her foe free-falling to the ground below. Just as the enemy is about to hit the ground, however, Temari rushes to the ground and forces the enemy to fall on her collapsed fan, nearly breaking the enemy's back!





TSUNADE, aka THE FIFTH HOKAGE

Ninja Profile

Country: Fire

Village: Leaf

Birthday: August 2

Blood Type: B

Height: 5'4"

Weight: 107 lbs.

BIO: The third member of the Legendary Sannin, Tsunade is by far the strongest. Even though she appears to be a young woman, she's actually older than Jiraiya! As the best medical ninja in the village, Tsunade has a great mastery of chakra control. She uses her chakra to change her appearance, heal quickly, and even regenerate at the cellular level, which allows her to look much younger than she really is.

Her most powerful ability, though, is her chakra-augmented superhuman strength. With a single flick of her finger, Tsunade can fling grown men across canyons! Like Jiraiya, Tsunade spent a lot of time away from the Hidden Leaf Village. During her travels, she and her assistant Shizune, roamed the countryside accruing gambling debts and a reputation for being a bad luck loser!

NARUTO 101:

TSUNADE IS THE GRANDDAUGHTER OF THE FIRST HOKAGE!

THE CAST

Memorable Moment

A Healer's Touch

Episode Number: 99

Episode Name: "The Will of Fire Still Burns!"

Manga Volume and Chapter: Volume 20, Chapter 173

Shortly after the invasion of the Hidden Leaf Village, Tsunade diagnosed Rock Lee's injuries. His injuries were so grave that she forbade him from ever being a ninja again! As expected, the news was like a death sentence to Lee who wanted nothing in the world other than to be shinobi. As days passed, Rock Lee's broken spirit after hearing his diagnosis wore down Tsunade's conscience.

She gave it more thought, weighed the options, and formulated a treatment. In spite of a 50/50 chance at success or death in operation, Tsunade used her medical expertise and went through with the procedure. Much to everyone's amazement, Lee survived the procedure and set on the slow road to recovery! Tsunade's first act as The Fifth Hokage was to save Lee's dreams of becoming a ninja.

Combos

Name	Command
Combo 1	X,X,X,X
Combo 2	X,Y,Y
Combo 3	Y,Y,Y
Combo 4	L+X,Y,Y
Combo 5	L+X,X,X
Combo 6	L+X,X,Y
Combo 7	L+Y,Y,X,X,X
Combo 8	L+Y,X,X,X,Y
Air Combo 1	A,X
Air Combo 2	A,Y,X
Throw Kunai	RB
Aerial Kunai Throw	A, RB
Grab Attack	RT
Aerial Grab	A, RT

Jutsu

MITOTIC REGENERATION

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
LT	L + R	L + R	LT	None



Tsunade's unique ability to regenerate her own cells grants her many amazing abilities. Among them are the ability to look much younger than she is and superhuman strength. But perhaps most valuable is the ability to self heal! During battle, Tsunade can activate her Mitotic Regeneration and heal nearly one-fifth of her health at once! If Tsunade has full chakra and has a full Rage meter, she can heal up to half her health bar!

ACID SLIME

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
LT	L + R	L + R	LT	Target enemy and press A



Tsunade's summon creature is a large, yet strangely elegant, white slug named Katsuyu. Her Acid Slime technique is not so much a regular jutsu as much as it is a summoning technique. After Tsunade summons Katsuyu, the giant slug spits balls of acid slime at the enemy far below. If several of the slime bullets hit, Tsunade finishes the attack with a super-powered punch from above. The end result is disastrous for the poor sap foolish enough to take on Lady Hokage!

Chapter 1

Chapter 2

Chapter 3

Chapter 4
The Cast

Chapter 5

Chapter 6
Chapter 7

ZABUZA MOMOCHI

Ninja Profile

Country: Water

Village: Mist

Birthday: Unknown

Blood Type: A

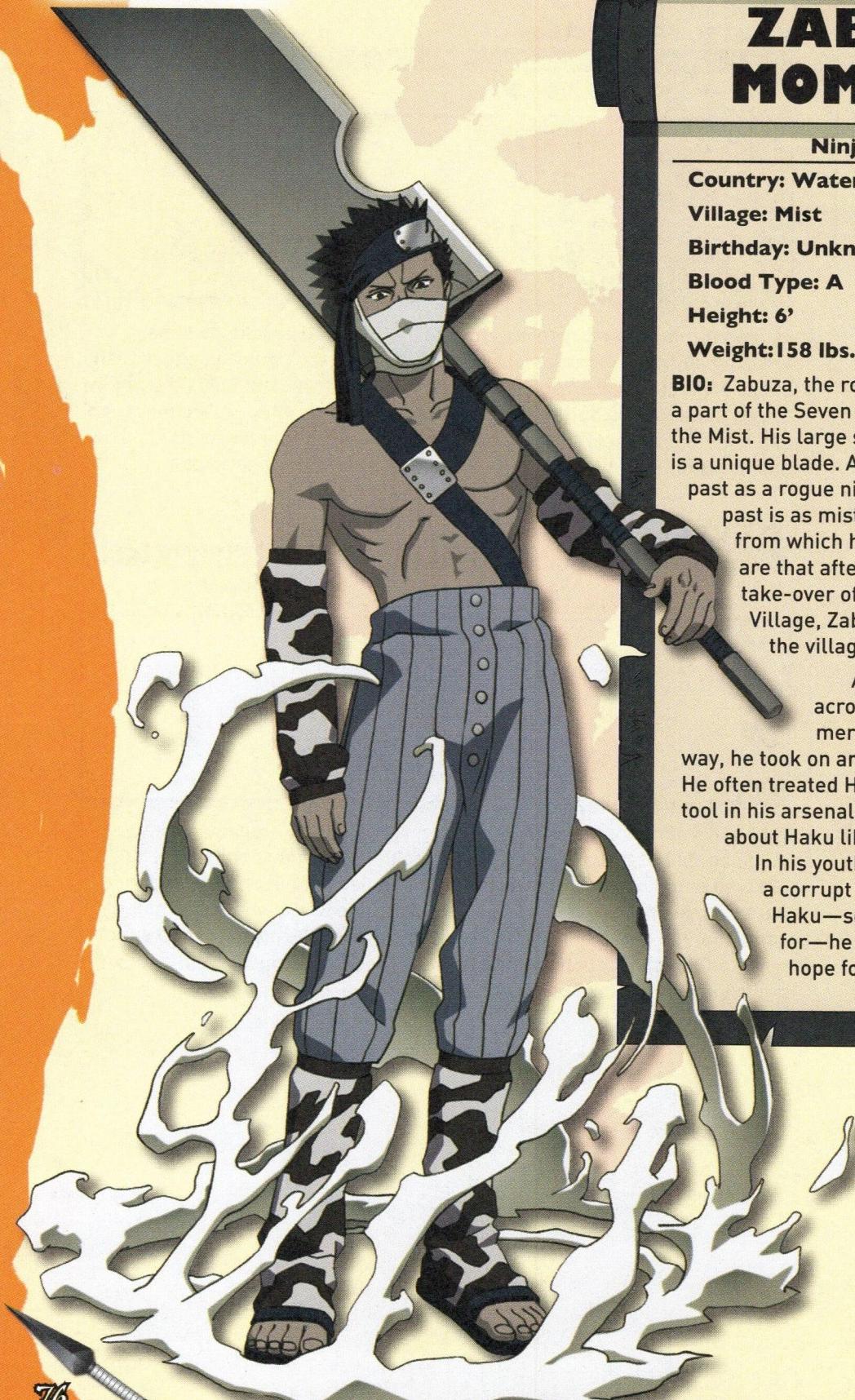
Height: 6'

Weight: 158 lbs.

BIO: Zabuza, the rogue ninja, was once a part of the Seven Ninja Swordsmen of the Mist. His large sword, like Kisame's, is a unique blade. Aside from his recent past as a rogue ninja for hire, his deep past is as misty as the village from which he came. Rumors are that after attempting a failed take-over of the Hidden Mist Village, Zabuza was driven out of the village.

As he wandered across the land, taking mercenary jobs along the way, he took on an apprentice in Haku. He often treated Haku like just another tool in his arsenal, but in truth he cared about Haku like a younger brother.

In his youth, he may have been a corrupt ninja, but in finding Haku—someone to care for—he found a glimmer of hope for redemption.



Memorable Moment

Water Versus Water

Episode Number: 7

Episode Name: "The Assassin of the Mist!"

Manga Volume and Chapter: Volume 2, Chapter 15

Zabuza's first appearance came in battle against one of the Hidden Leaf's most talented Jonin, Kakashi. When the two met, they were intimately familiar with each other. Kakashi had read about Zabuza in his bingo book, and Kakashi's reputation as the Copycat Ninja preceded him. That's why their battle was one of the best *NARUTO* battles to date!

Zabuza attacked with his huge blade and followed it with several Water Style jutsu, but Kakashi's Sharingan Eye countered Zabuza's attacks! Zabuza eventually got the better of Kakashi and imprisoned him in his Water Prison Jutsu! But, before Zabuza could finish off their sensei, Naruto and Sasuke intervened.

Combos

Name	Command
Combo 1	X, X, Y
Combo 2	L + X, Y
Combo 3	L + X, X, X
Combo 4	L + X, Y, X
Combo 5	L + Y, Y, Y, Y, X
Combo 6	L + Y, Y, Y, X, Y
Air Combo 1	A, X
Air Combo 2	A, Y, X
Throw Kunai	RB, RB
Aerial Kunai Throw	A, RB, RB
Grab Attack	RT
Aerial Grab	A, RT

JutsuHIDDEN MIST JUTSU

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	None



Zabuza makes his living as an assassin. It only makes sense that he uses his village's greatest strength, the mist, in his favor. After activating his Hidden Mist Jutsu, Zabuza becomes temporarily invisible, making him much harder to hit. While invisible, Zabuza can execute combos and other jutsu, or simply get away from his enemy to buy precious time.

WATER DRAGON JUTSU

Hold	Hand Sign 1	Hand Sign 2	Release	Follow Through
(LT)	L + R	L + R	(LT)	Lock both crosshairs on enemy



Zabuza's most destructive technique is his Water Dragon Jutsu. After executing the hand signs, he leaps into the air and summons two huge water dragons to attack. If he locks on to his target with even just one dragon, the watery creature will charge at the enemy and crush them in a torrent of death! If both dragons come crashing down on Zabuza's opponent at full strength, the enemy's health bar can be reduced by almost half!

Chapter 5: The Broken Bond

The following pages will cover the Story mode walkthrough for *NARUTO: The Broken Bond*. On occasion, we point out certain key objects like breakable walls or coins, but this section mainly covers the Story mode. All side challenges and secondary missions are covered in the *Naruto Gaiden* chapter.



Dark Times...



When we last visited the Hidden Leaf Village, violence had erupted everywhere as the Sand and Sound villages launched a concerted attack on the unsuspecting Leaf Village. As the surprise attack unfolded, the Hidden Leaf's ninja leapt to action in defense of the village! Meanwhile, Naruto and several other Leaf Ninja chased after the fleeing Sand Ninja to bring them to justice for their part in the attack.

As the ninja clashed in a mini-war, Orochimaru's thirst for power drove him to do the unbelievable. Amid the chaos and destruction of the Hidden Leaf Village, he trapped The Third Hokage, his old sensei, in a barrier and attacked!

Sarutobi's Stand



As Sarutobi Sensei, follow the on-screen prompts to familiarize yourself with combat. Orochimaru will continuously attack, but he can't hurt you, so simply do as the screen says to move past the first phase of the battle.

When the second phase of battle begins, the health bars appear at the top of the screen, indicating that you can take damage and be defeated. Attack Orochimaru with simple combos. Whittle his health down to about 50 percent and he'll attack with his special jutsu!

After slowing you down for a second, Orochimaru attempts to take control of the fight. He executes the forbidden Reanimation Jutsu! Once again, follow the on-screen prompts to execute your Neutralization Jutsu and stop the dastardly snake, Orochimaru, from summoning The Fourth Hokage!



Hey, it's okay if you don't execute the jutsu perfectly the first time. I couldn't get it right the first time either! In fact, you can try as many times as you want and you won't fail. Lucky!



You manage to stop Orochimaru from summoning The Fourth Hokage, but he's brought back The First and Second Hokage to battle! The First Hokage attacks! Fend him off with short combos and throw attacks. Use your Substitution Jutsu frequently to dodge his attacks, then counterattack from behind with short combos.

After fending him off and whittling down his health, the opposing Hokage join forces and launch a combination jutsu! Once again, a series of on-screen prompts appear. Follow the prompts to dodge the



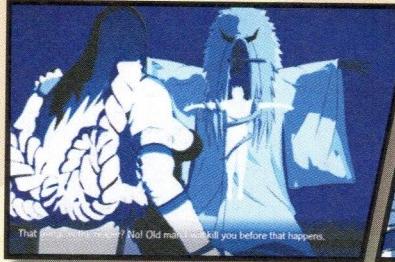
jutsu and counterattack! If the on-screen prompt has an arrow, press the corresponding button repeatedly. If there is no arrow, simply press the button before it disappears from the screen.



When the match resumes, you must face Orochimaru and the two reanimated Hokage in battle. Luckily, you're deceptively fast and strong! Use your superior strength to overpower the other Hokage and use your speed to launch quick combo flurries from all sides.

When you're facing Orochimaru, his speed will make it difficult to block and counter, so instead stay at a distance by dashing away from his attacks, then attack with quick combos. After hitting him with a few combos, back away to get out of his reach, then rush in and attack again after he misses with his.

You don't have to completely



deplete all three enemies' health bars. After depleting them to about less than 30 percent, The Third Hokage realizes what he must do. He creates two shadow clones that grab the other two Hokage while he seizes Orochimaru!



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With Orochimaru in your grasp, follow the final on-screen prompt to finish the Reaper Death Seal! The jutsu seals Orochimaru's use of his arms, but it comes at a significant price. The Third Hokage falls to his knees and dies. His final act as the Hokage is an act of ultimate self-sacrifice. He gives his life so that his village may survive...

her from Gaara. Much to her surprise, and Sasuke's ire, he tells her that it wasn't he who saved her, but Naruto!

Sakura doesn't believe him. She accuses Sasuke of being too modest, but even though he's irritated that Naruto has progressed so quickly, he gives credit to the spunky ninja. Sasuke explains that Naruto fought tooth and nail and showed strength like never before to save her. Just then, Naruto and Kakashi arrive. Kakashi has a new mission for the trio, and they must depart immediately.

Later...

In the wake of Orochimaru's attack, the Hidden Leaf Village is left in a state of physical and emotional ruin. Buildings lie broken, rubble litters the once-tidy village streets, and a dark cloud hangs over the village as if all happiness has been sucked out of its villagers.



Moving Forward

As Naruto, run across the village toward the blue X on your mini-map. A sullen Sakura waits for you. After collecting Sakura, make a left and rendezvous with soft-spoken Sasuke. Your teammates don't say much, but the mood isn't chatty. It's the day of The Third Hokage's funeral and you're late.

Go to the Hokage's office at the north end of the village. Once there, talk to Kakashi to try and make sense of such chaos. It's not easy, but the Hokage's strength has taught you how to persevere.

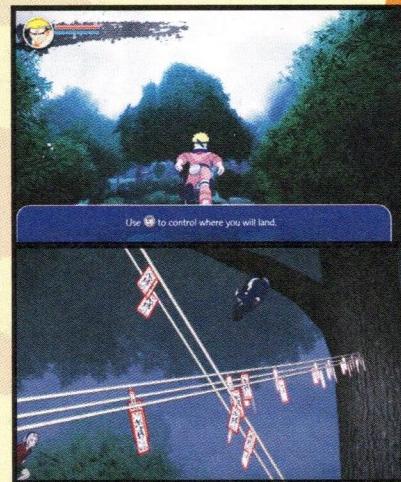


Shortly after the funeral, Sakura and Sasuke gather outside the village gates. Though Sakura is still sad, she's grateful to Sasuke from saving

Strangers near the Village

Mission Objective: Investigate the strange settlers near the village

Reward: 200 ryo, 100 Friendship Points



According to Kakashi, a group of people has recently settled near the village. Naturally, recent events have made everyone uneasy, and the mysterious group is thought to be enemies of the Hidden Leaf Village. Leave immediately via the Tree Action Sequence on the right.

Climb up the tree and hop across the treetops at high speed until you reach

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the end. Just as you finish trundling atop the trees, you run headfirst into a paper bomb trap! The explosion splits up the team and you land at the feet of three thieves! Two of them depart to find your teammates, but you, as Naruto, are left to fend off their leader.



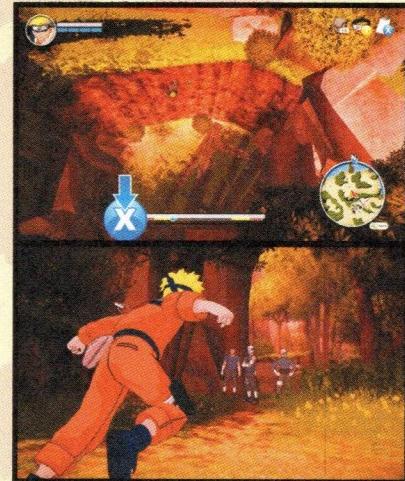
As you leap across the treetops, press A a split-second before you land on the blue rings to gather speed. The more often you do this, the more speed you'll pick up. If you finish the Tree Action Sequence before your timer runs out, you'll master it!



When the battle begins, you cannot take damage. Follow the prompts at the bottom of the screen to execute a basic combo. After doing so, you can access the Pause Menu to see all your available combos and the health bars appear atop the screen. You're ready for real battle!

With the health bars on-screen, you're officially in danger of taking damage and losing the fight. Put up a strong defense and block the Thief's attacks. Hold strong while he attacks and wait for him to stop. When he does, launch a series of strong combos like Clone Smash and Twin Clones. Just as you're about to defeat him, however, the Thief drops two bombs and knocks you out!

While you're out cold, the band of thieves plots to take advantage of the Hidden Leaf Village's weakened state. Before the village can recuperate, they will attack!



When you wake up, you're inside a deep ditch. Wallrun up and out of the ditch to begin your search for your teammates. Dash north, across the small bridge to find Sasuke putting the finishing touches on one of the thieving scoundrels. Before you can set out in search of Sakura, she calmly saunters out of the nearby forest and joins you.

With the team regrouped, you must rush back to the village and warn them about the impending attack! Follow the map marker back toward the village. En route, you're ambushed by more thieves! You rush at the creeps and they hurl several kunai at you! Before you can react, Sasuke steps in their way and takes the kunai to his back.



Sakura takes Sasuke to the village while you stay behind to handle the creeps.

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Engage the fiends in battle. Follow the quick prompt on the screen to bring up your inventory and use a red pill if you're low on health. Once you do, the fight turns dangerous! Launch yourself at the enemy with short combos. The enemies aren't hard hitters, so overwhelm them with a flurry of attacks and finish them off with Killer Combos.

Once the baddies go down, resume your trek back to the Hidden Leaf Village. Upon reaching the next bridge, you find it has been rigged with paper bombs! Dash across the bridge, staying ahead of the explosions as you go. When you reach the other side, the final explosion sends you flying across the forest, but you're safe.



As you round the corner to the next area, you're once again ambushed by the Thief leader! He's itchin' for a fight, so give it to him! Take him out like you did his buddies, with Killer Combos and flurries of short attacks.



Just when it looks like you have the fight won, the Thief draws a kunai and launches one final attack. Before he can connect, however, Kakashi arrives and knocks the Thief away with a single blow! Other Jonin ninja arrive to arrest the Thief, and he's taken away.

You've completed your mission, but Kakashi has some news for you. Your training will now be in Jiraiya's hands...



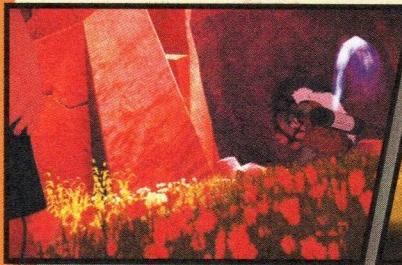
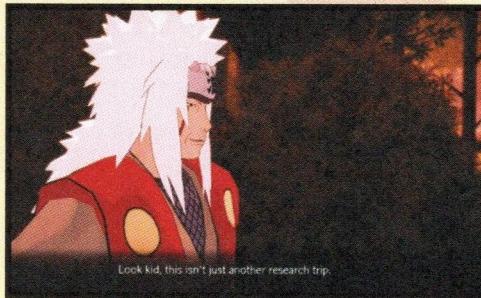
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Training with the Pervy Sage

Talk to Jiraiya to begin your next mission. The Pervy Sage understands your desire to continue training, so he promises that he'll teach you a super secret A-rank technique! But first you must help him with his current mission.



The mission will take place in Tanzaku Town and he asks that you run ahead and scout the road to make sure its clear. Follow the map marker toward Tanzaku Town. When you come across the road block, Jiraiya stops you and destroys the rock with his Rasengan jutsu!

With the path ahead clear, dash ahead toward the map marker, grabbing the gold coin as you go. When you reach the riverbank, Jiraiya hears several girls giggling in the distance. Jiraiya seizes the opportunity to do more "research" for his *Make-Out Paradise* novels and dashes on ahead, leaving you to busy yourself. Luckily, there's a Mission Scroll on the map. Go to the Mission Scroll to find a saddened sailor. A gang of Bandits stole his boat, but you resolve to get it back!

Boat Restoration

Mission Objective: Find and restore the fisherman's boat

Reward: 25 Friendship Points



Carefully saunter down the riverbank toward the water. Follow the on-screen instructions to walk across the water to the opposite side of the water. Once you reach the other side, make a left and follow the map marker to the boat. When you reach the boat, it's being guarded by Thieves!

Engage the pair of Thieves in combat and let them have it! Use plenty of throws and combos like Heavy Brawl and Sneaky Clone to take them out. If they manage to dish out some punishment, block their attacks and counter with combos! The Thieves aren't very tough, so the fight should be short.

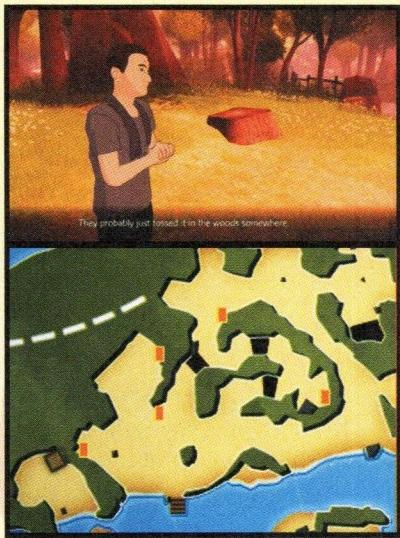


After defeating the Thieves, you find the fisherman's boat busted! Wooden planks are missing from the boat's floor. This boat isn't sailing anywhere like that.

Tanzaku Town Trek

Mission Objective: Go to Tanzaku Town

Reward: 200 ryo, 100 total Friendship Points



Carefully walk back across the water and tell the fisherman about his busted boat. He recalls having some planks for his boat, but those too were stolen! He thinks that they might have tossed the planks away somewhere in the woods nearby. If you get the planks, the boat can be fixed!

Scour the area and locate all five of the fisherman's planks. The planks aren't shown on the map, so use the labeled map here to locate all five pieces. Once you've collected them, return to the boat and patch it up!



As you sail the patched boat back to its owner, Jiraiya returns from his research ready to continue your trek to Tanzaku Town.



When you reach the broken bridge, use your Shadow Clone Jutsu to bridge the gap with clones. Dash across your makeshift clone bridge, grabbing the gold coin as you go, then create another clone bridge at the next large chasm.

In the next area, you find a barricaded hand switch and a locked fence. On the left, the path is hindered by another fence, this one spiked, that rapidly pops in and out of the ground. Split up your team by tapping up twice on the D-pad, then leap over the spiked fence as it goes back into the ground. On the other side of the fence is a small floor switch, step on it to drop the barricade around the hand switch.

Follow the on-screen prompt to switch to Jiraiya, then flip the hand switch on the right.

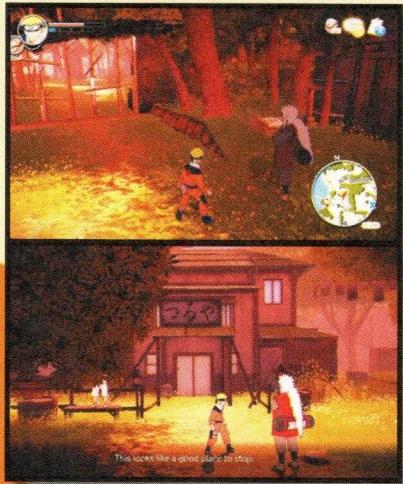


Regroup with Naruto, then continue heading toward Tanzaku Town. Follow the map marker until you're once again ambushed by a Thief! This time, however, you learn how to execute jutsu! Follow the on-screen commands to fill your

overdrive bar and perform your Sexy Jutsu. At overdrive level two, you can execute your Shadow Clone Jutsu in battle!



Execute the Shadow Clone Jutsu, then resume your attack on the Thief. Fill the overdrive bar to level three, then execute the Shadow Clone Jutsu one more time to finish off the fiend.



When the battle ends, you're in an area with another gate and floor switch. Split up the team again and, as Jiraiya, stand on the switch to lower the gate. Switch to Naruto, then proceed into the resort.

In town, Jiraiya explains that he's looking for a healer. He heads off into a hotel and leaves you to train on your own for a while.

Adventures with Shikamaru!

Mission Objective: Get Jiraiya a date with the beautiful woman

Reward: 250 ryo, 150 total Friendship Points



After the Pervy Sage saunters into the restaurant, you spy Shikamaru nearby. Follow the Mission Scroll marker to Shikamaru and talk to him. He's just as surprised to see you away from the Ichiraku Ramen shop as you are to see him out of bed!

As you chat it up with Shikamaru, Jiraiya emerges from the restaurant and is immediately enamored with a pretty young lady that passes by. Unfortunately, he's more interested in chasing the lady than he is in training you! Shikamaru makes a smart-aleck remark about your jutsu and you challenge him to battle!

Show Shikamaru the techniques you've learned and build up your overdrive charge. Shikamaru will attack from afar with kunai, so if you're too far to attack, put up your guard! Rush at the lazy Chunin and smack him with combos and Shadow Clone Jutsu attacks.

After you best Shikamaru in battle, he reluctantly agrees to help you get Jiraiya a date with the pretty lady.



Nice. I kick Shikamaru's butt and I get 50 Friendship Points! Believe it!

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Neither you nor Shikamaru know what it takes to land a date with a beautiful young woman, so your first step is to talk to her and see if she'd be interested in dating Jiraiya. Follow the map marker to the lady and talk to her. She insists that Jiraiya, in this case you, should send her a box of chocolates to declare his noble intentions.

Turn around and follow the map marker to the traveling merchant's kiosk. Purchase a box of chocolates. The chocolates cost 10 gold coins and 50 ryo. If you don't have enough coins by now, break a few nearby blue barrels and scour the town to find what you need.



While you're at the merchant's kiosk, you might as well buy kunai, pills, and ramen. You never know what waits around the bend, so always be prepared. Now, back to my book...



There is a Thief guarding a big gold coin (worth five small gold coins) just behind and to the right of the beautiful woman! If I beat him up, I can take his big gold coin!



Deliver the box of chocolates to the beautiful woman. When you do, she rejects them! What gives? Apparently, she changed her mind. While you were out buying her chocolates on Jiraiya's behalf, she decided that chocolates were much too common. Instead, she wants a bouquet of flowers. She wants a bouquet of pink and yellow flowers. If her "admirer" gets her those flowers, she'll consider going out with him.

Follow the map marker toward the forest to find the flowers. As you go, you come across a locked gate. Nearby is an area marked by two orange bands on the side of a small shack. As Shikamaru, walk up to the orange bands and perform your Shadow Hand jutsu. When you do, your shadow extends under the bands and slithers into a passageway under the shack. Guide the shadow toward the hand switch on the opposite side of the shack. Flip the switch to open the locked gate.



Exit through the gate and continue toward the map marker. When you reach the next area with a gate, split the team up and stand on the floor switch on the right. Take control of the other ninja and



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backtrack toward the stairs behind you. Flip the hand switch on the right of the stairs to drop the spiked gate.

Just past the dropped gate are two more orange bands. Use Shikamaru's Shadow Hand jutsu to flip the next switch, being careful to dodge the barriers as you guide the shadow. Traipse into the next area after the gate drops. The next area is also blocked by a spiked gate. This time, though, the switch is around the corner past small chasms and several rapidly rising and falling series of spikes! As Shikamaru, activate your Shadow Possession Jutsu, then switch to Naruto. Carefully leap over the series of spikes and double jump over the chasms. If you fail, Shikamaru will back you away from harm with his Shadow Possession Jutsu!

When you reach the end, step on the floor switch. Though the large gate drops, Naruto is trapped! Switch to Shikamaru and venture deeper into the forest past the fallen gate. As you go, a ruffian attempts to ambush you! Follow the on-screen commands to execute a Killer Combo, then defeat him in battle. His health bar is smaller than yours, so he shouldn't be difficult to drop.



Continue to the riverbank. Hop across the floating platforms as they sweep out and around back to the stable land. As you arrive back on the shore, another Thief attacks! This time, follow the on-screen commands to throw a kunai and interrupt the Thief's jutsu. After doing so, pop a red pill to heal up and mop the floor with the scoundrel.



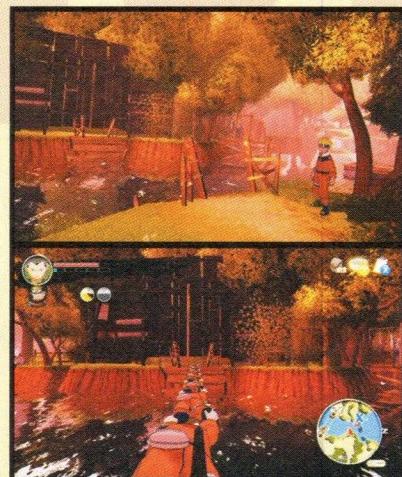
With the coast clear, approach the orange bands on the shack nearby and activate your Shadow Hand jutsu. Guide the shadow toward the hand switch and stop before the barriers rise and block your path. Once they drop, speed to the hand switch and flip

it! When you do, the spiky gate trapping Naruto drops and he's free to rejoin you!

Take control of Naruto and guide him out of the trap, past the chasms, and toward the map marker. When you reach the blue X, call Shikamaru to regroup with you by tapping up twice on the D-pad. Near the map marker is another shack with orange bands on it. As Shikamaru, use your Shadow Hand jutsu at the bands to sneak under the shack and find the bouquet of flowers!



Flip the hand switch behind you to open the gate, then rush back to the beautiful woman to deliver her bouquet.



This time, the bouquet of flowers isn't enough either. When you hand her the bouquet, she changes her mind and decides that her admirer should send a beautiful pearl from Lake Akoya. Follow the map marker

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back to the lake. Upon reaching the broken bridge, use Naruto's Shadow Clone Jutsu to bridge the gap, then immediately switch to Shikamaru.

Use Shikamaru's Shadow Hand jutsu to travel across the Naruto bridge, under the wooden gates on the other side, and to the hand switch on the left. Flip the switch to open the gates, then dash across the Naruto clone bridge before his jutsu expires.



Once on the other side of the lake, carefully leap past the rapidly rising and falling spike traps. The switch turns off the spike traps. Continue following the marker until you reach the fisherman by the dock.



Talk to the fisherman and cast a line out into the lake. Follow the fisherman's instructions to catch a fish. When you catch the

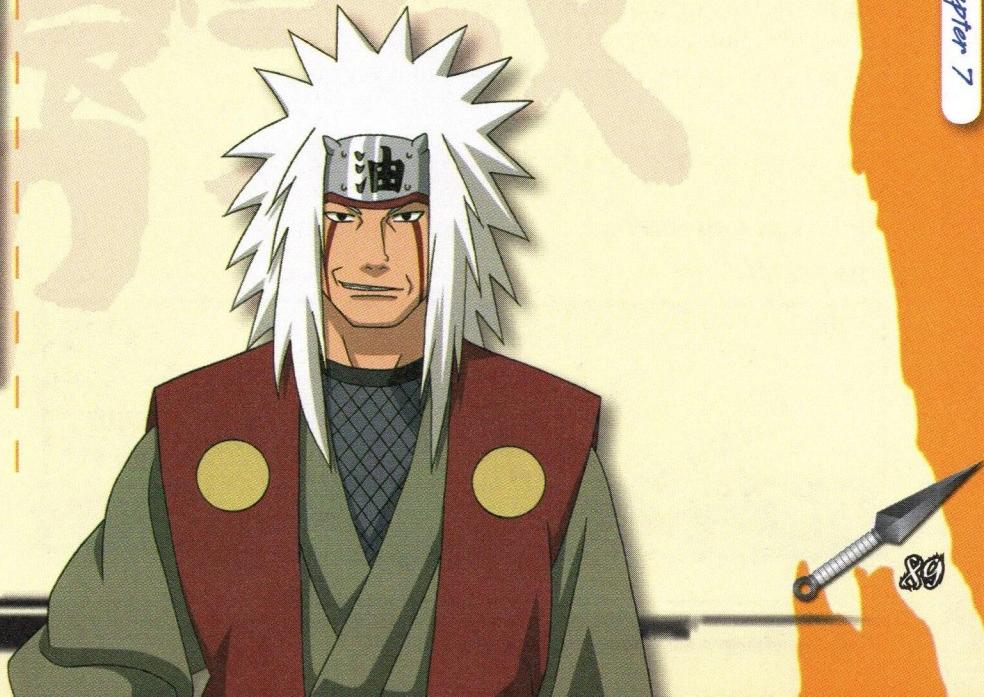
fish, you also acquire the pearl. Take the pearl back to the beautiful woman and present it to her. This time, she happily accepts the gift and agrees to meet with her secret admirer, Jiraiya!

Rush to the map marker to tell Jiraiya that you were able to get him a date! When you do, you find him peering into the ladies' bath house! He rushes off to meet his date and, out of sheer curiosity, you look into the bath house to see what he was looking at. Just then, a Renegade Ninja Leader attacks you. It's the beautiful woman's brother, and he's sure you're up to no good!

The disgruntled brother's health bar is slightly larger than yours. You'll need to combine your efforts and skills to bring him down. Use Naruto's Sexy Jutsu to confuse him, then follow it up with strong combos. As Shikamaru, quickly build your overdrive charge and use Shadow Hand jutsu to choke the life from the ornery ninja. Mix up your attacks and switch between the two fighters to finish off the feisty fiend.



Just as you finish mopping the floor with the woman's brother, Jiraiya and his date arrive. The defeated ninja recognizes Jiraiya as one of the Legendary Three Ninja and immediately apologizes. With no real harm done, Jiraiya sends you to rest at the hotel and he returns to his dinner with his date. You part ways with Shikamaru as the night nears. Go to the hotel by following the map marker and head inside.



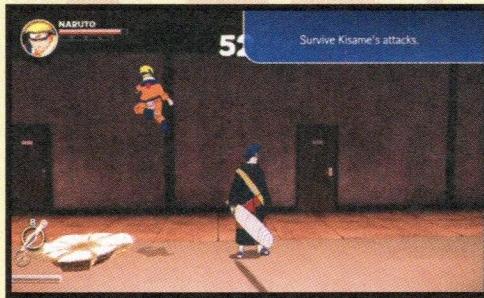
The Akatsuki Arrive...



The hotel is quiet and your many clones are littered across the hotel room floor. They're tired from your adventuring and training. You dissolve your clones and are about to call it a night when you hear a knock at the door. You get up to open it and find a tall young man at the door. He looks like Sasuke and even has the Sharingan Eye! He insists that you go with him and his partner, a lanky gray-skinned man with a huge sword!

When you refuse to go with them, they threaten to take you against your will. You begin to charge your chakra but a single swipe from the gray-skinned man's sword stops you completely! Suddenly the guy with the big sword attacks!

As the ninja attacks, his partner stands by and watches. Survive the crazed ninja's attacks by leaping into the air and dashing over him. Don't attack or try to block! Focus on dodging his attacks by leaping over him repeatedly. Survive for 60 seconds and the fight ends as you exhaust your energy.



The Akatsuki Attack!

Mission Objective: Get to Naruto before Itachi does

Reward: None



Back at the Hidden Leaf Village, two jonin gossip outside the village gates. The recent visit from Itachi Uchiha is all the buzz about the town. Word is that Itachi and his Akatsuki partner, Kisame Hoshigaki, are looking not for Sasuke, but Naruto! Nobody knows why they're after Naruto, but one thing is for sure, this should not reach Sasuke's ears.

Unfortunately for them, Sasuke is high on a tree eaves-dropping on their conversation. He hears everything and drops to the forest floor after hearing that not only is his brother back, but he's after Naruto! As Sasuke, go through the two blue race markers toward the Tree Action Sequence entrance. As you go, Might Guy sees you sprint off.



Finish the Tree Action Sequence and arrive at the Hot Spring Resort. Race through the blue markers and use Chidori to break the rock walls in your way. If you encounter enemies, make short work of them with quick combos and lots of throw attacks.

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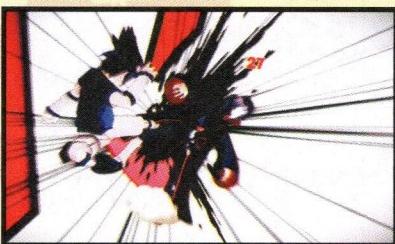
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When you reach the riverbank, a kind fisherman informs you that a spunky blonde kid and an old guy were headed toward Tanzaku Town. He marks your map with several more race markers guiding you toward town. Turn around and immediately use your Sharingan to make the spiky traps seem slower, then leap over them, dashing through race markers as you go.

Continue sprinting toward the map marker until you reach Shikamaru. When you talk to him, he confirms that Naruto is in Hot Springs Resort near Tanzaku Town. Pick up the pace and finish the race to the resort! When you arrive at the resort, you find Itachi and Kisame about to fight Jiraiya!



This is your opportunity to exact revenge! When the battle starts, follow the on-screen commands to execute a Killer Combo. Hit Itachi or block his attacks to fill your overdrive bar. If Itachi is too quick for you, use your Sharingan to block his attacks and counterattack.



After depleting Itachi's health bar by about 50 percent, a prompt appears on screen to finish him off with your strongest jutsu. Immediately execute your Chidori jutsu to destroy your traitorous brother and end the fight!



Just as you're about to hit him with Chidori, he catches your chakra-infused punch and slams you against the wall! He's much too powerful for you right now. Suddenly, you find yourself in a black room with faint transparent red walls. You're trapped in Itachi's genjutsu! In the

distance of the void, you can see a small glimmering light.



Run toward the light, hugging the faint red walls as you go. As you dash through the darkness, Itachi tortures you mentally! When he does, use both thumbsticks to merge your red and blue shadows with your actual self. Merge your shadows long enough for the bar on the right to fill up and you'll break free of his mental torture. Resume your sprint toward the glimmering light!

Itachi will try again to subdue you with his genjutsu. Stay focused, merge your shadows, and exit his illusion by reaching the light! When you do, you're physically exhausted and incapable of going on. Luckily, Jiraiya manages to chase off Itachi and Kisame before they can do any real damage.



Itachi and Kisame have retreated for now. And Sasuke Uchiha is incapacitated. Jiraiya and Naruto inspect the defeated ninja



when suddenly, Jiraiya takes a kick to the face! Might Guy flies at the Legendary Ninja from out of nowhere and sends the gray-haired hermit flying across the hall!

Guy quickly realizes that he attacked the wrong person and apologizes before Jiraiya can retaliate. The Pervy Sage explains the mission and Guy agrees to take Sasuke back to the Hidden Leaf Village hospital so that he and Naruto can resume their search for the medical ninja. Before he leaves, however, he offers Naruto a few lessons at his dojo!

The Search for Tsunade

Mission Objective: Head to Tanzaku Town with Jiraiya

Reward: 100 ryo, 75 Friendship Points

Stop by the travelling merchant's kiosk to stock up on items. After loading up on medicine pills, ramen, and weapons, follow the map marker to Jiraiya. Talk to the Pervy Sage and resume your journey toward Tanzaku Town. Take the Tree Action Sequence behind Jiraiya to the Tanzaku Town Entrance.



Before entering Tanzaku Town, scour the area for blue barrels containing god coins, and loose coins nearby. There are also a few Renegade Ninja nearby guarding large gold coins. Defeat them quickly with the super powerful Jiraiya to reclaim the stolen loot. After all, a gold coin reclaimed is a gold coin earned...or something I heard like that once.



Enter Tanzaku Town to finish your mission. Once inside the small bustling town, Jiraiya sets off to ask around about Tsunade. You're free to roam the town and explore!

Independent Training

Mission Objective: Train at the dojo, then help Kiba with his mission

Reward: 300 ryo, 150 Friendship Points



While Jiraiya is out searching for clues, you have some free time to train. Approach the large gong near the town entrance and ring it. Might Guy arrives, eager to help you train. In the dojo, follow the on-screen commands to finish the required lesson.

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Even though you only have to complete the challenges once to proceed, practice the co-op combos enough times so that you're comfortable executing them at will.

After the training session, leave the dojo and follow the map marker to Kiba. Like you, he's on a mission, too!



As always, you and Kiba get into it. He insists that he is stronger while you, obviously, differ. You agree to settle it in a race! Sprint to the town entrance and meet Kiba there to begin your challenge! As soon as the race begins, hold down the right trigger button and sprint through the race markers. Use the left trigger to slide around corners and maintain speed. If you slow down to turn corners, you'll lose precious time!

At the end of the race, he ambushes you and challenges you to a fight. Kiba is a lot faster than most opponents and will try to overwhelm you with his speed. Keep him at arm's length by moving around the arena a lot and dodging his attacks. Counter with quick combos like Clone Smash. After pummeling him a bit and building your overdrive charge, execute your Shadow Clone Jutsu to dish out major damage!

Once it's clear to Kiba that he's going to lose, he cleverly convinces you to help him with his mission. Kiba contends that the only clear way to prove who is the better ninja is to see who is better at completing the same mission.



Even though you see through his trick, you agree to help on his mission to find building supplies to restore the Hidden Leaf Village. Join forces with Kiba and follow the map marker away from Tanzaku Town. When you reach the locked gate, switch to Kiba and approach the orange

bands on the shack on the right. Use Kiba's Man Beast Mimicry jutsu to transform into Akamaru and sneak under the shack.

Guide Akamaru to the hand switch behind the shack and flip it. The gate opens, allowing you to pass into the next section of the forest. Trundle into the forest to the map marker and sprint up the tree into the Tree Action Sequence. Sprint across the treetops until you reach the Temple Ruins!



Once you arrive at the Temple Ruins, you and Kiba disagree on which way to proceed. To settle it, you split up. Now it's a race to a common goal! Dash through the nine race markers and beat Kiba to the final marker. Just as you reach the end, you fall into a deep pit. You're trapped!

After Naruto falls prey to the trap, you take control of Kiba and attempt to beat Naruto to the same goal! Dash through the race markers until you reach the end. When you do, you're confronted by a Renegade Ninja Leader! Pummel the ninja with a flurry of long combos. Activate your Beast Mimicry jutsu to augment your speed and power, and overwhelm the enemy to finish him off quickly.



SHONEN JUMP
NARUTO
THE BROKEN BOND

PRIMA OFFICIAL GAME GUIDE

At the end of the race, you find Naruto at the bottom of a pit covered by spiked bars. Turn around and backtrack a little bit to the shack nearby. Stand by the orange bands and use your transformation jutsu to turn into Akamaru.



Sprint under the house, grabbing the gold coins as you go, and flip the hand switch under the shack. The hand switch removes the spiked bars from Naruto's pit!



Switch to Naruto and wall run up and out of the pit. Regroup with Kiba, then sprint to the map marker. Bridge the gap with clones, then switch to Kiba. As you approach, your keen ninja senses detect danger! Stop before crossing the bridge and activate

Kiba's Beast Mimicry jutsu. Once active, Kiba's Beast Mimicry allows him to sniff out traps.

With the gap bridged and Kiba's senses exposing traps, streak across the makeshift bridge. Leap over the hanging paper bombs as you go. Turn right after the bridge and double jump over the spike traps and paper bombs.



Beast Mimicry allows you to scent out invisible threats.



There is no timer, so take your time navigating the traps. If Kiba's jutsu expires, stop long enough to recharge his chakra (or take a chakra pill) and reactivate it before continuing.

When you reach the locked gate, turn around and walk to the riverbank behind you. Walk out onto the water and turn left at the center of the river. Sweep back around in a U-turn and step back on the bank farther down the river. Flip the switch to open the gate, then turn around and walk toward the broken bridge behind you.

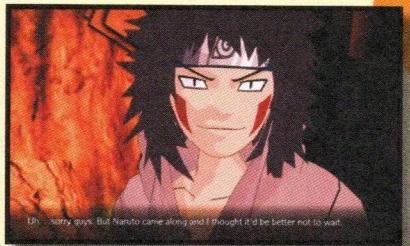
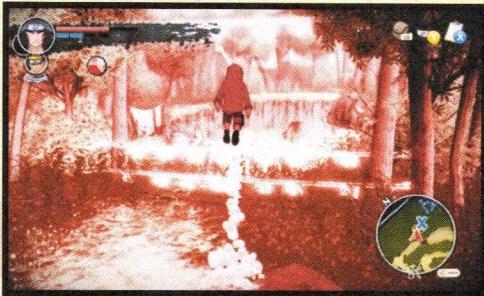


Once again, combine Naruto's Shadow Clone Jutsu and Kiba's Beast Mimicry to connect the broken bridge and safely traverse the river.

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On the other side, walk to the shack and approach the orange bands. Use Kiba's transformation jutsu to turn into Akamaru, then scurry under the shack to flip the next switch. The switch drops the tall spike gate on the right, granting you access deeper into the forest.

While Kiba's Beast Mimicry is still active, carefully leap over the paper bomb traps on the left and follow the map marker to the building supplies.



Uh... sorry guys. But Naruto came along and I thought it'd be better not to wait.

After you defeat the bandits and secure the building supplies, two Hidden Leaf Jonin arrive to take the supplies back to town. Kiba reluctantly thanks Naruto for the help, then goes his own way. As Naruto, return to Tanzaku Town.



Just as you're about to collect the building supplies, you're attacked by two ninja! The Renegade Ninja Leader is a lot tougher than his Thief accomplice, so take him out first. Use Sexy Jutsu to confuse him, then pound on him with strong combos. Use co-op combos to finish him off, then turn on the Thief and make short work of him with your Shadow Clone Jutsu.



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An Old Enemy and a New Technique!



During Orochimaru's attack, many of the Fire Country's prisoners escaped! One prisoner is thought to be hiding near Tanzaku Town. Talk to Iruka near the right edge of town and accept his mission to hunt down the escaped convict.

Before leaving town to hunt down the escapee, refill your stock of medicine pills and ramen. Once you're fully stocked, leave town in search of the escaped scoundrel! Follow the map marker to the Tree Action Sequence and fly across the treetops to the Hot Spring Resort.

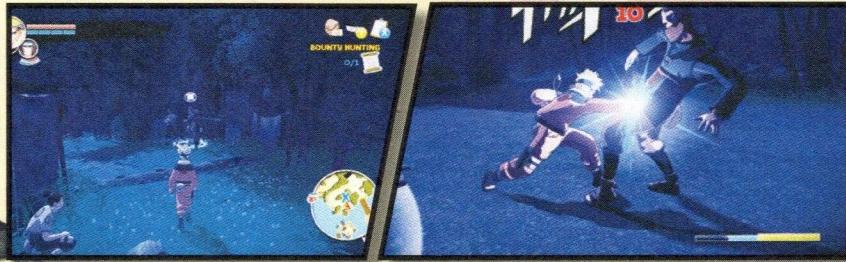


Since I haven't run into anyone else, Kiba and Shikamaru automatically accompany me on my mission. If I unlock more of my friends, I'll be able to pick and choose my own team! Awesome!

Bounty Hunting!

Mission Objective: Return the escaped prisoner

Reward: 150 ryo, 75 Friendship Points



In the Hot Spring Resort, begin the search for the escaped criminal by following the map marker. Leap across the floating platforms in the river and carefully approach the three ninja on the other side.

When you do, the three ninja immediately leap to action! The three ninja are very capable of inflicting major damage. Build up your overdrive charge quickly and use lots of high-damage jutsu like Naruto's Shadow Clone Jutsu, Shikamaru's Shadow Hand, and Kiba's Fang Over Fang. Mix up your attacks with all three fighters and occasionally use a co-op combo.



After defeating the escaped prisoner and his cohorts, report back to Tanzaku Town quickly! If you linger in the Hot Spring Resort area too long, you'll have to fight random Thieves.



Talk to Iruka in Tanzaku Town to finish your mission.



Tanzaku Town is a great place to come and play. Perhaps that is why Tsunade came here. If you haven't already done so, play the various mini-games to fatten your wallet. For strategy on the mini-games, jump to the Ninja Academy chapter of this manual. Good luck.

Tanzaku Town Trouble!



Follow the map marker in town to Jiraiya and regroup with him. When you do, you tell him you're ready to learn that super A-rank jutsu he mentioned earlier. Unfortunately, thugs in town have other plans for you and the Pervy Sage. While you and your new sensei walk the town streets, the thugs drop in from above and demand that you fork over your froggy pouch full of coins!

When Jiraiya resists their demands, they threaten to attack! Before they can follow through with their threat, Jiraiya charges his chakra in his hand and slams the enemies with the Rasengan! With the thugs on the floor, Jiraiya informs you that the Rasengan is the super A-rank technique he'll be teaching you, but first you need some water balloons for the training.

The Phases of Training

Mission Objective: Learn the Rasengan

Mission Reward: 100 ryo, 75 Friendship Points



The water balloons aren't hard to find. Follow the map marker to the fishing game kiosk and talk to the vendor. If you score in the top three—better than 58 points—you'll win the water balloons you need!

The goal of the game is to catch as many gold fish as you can. Dark-colored gold fish are worth 10 points, yellow fish are worth six points, and orange fish are worth three. In each round, you get three scoops to grab enough gold fish to meet your goal of 15 or more points (it varies per round). If you scoop up a turtle, you'll break the scoop!

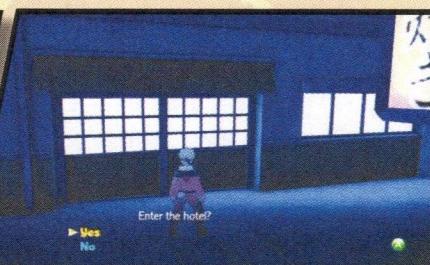
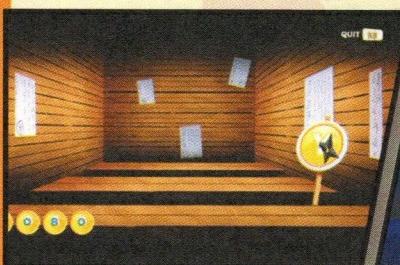


I used to love playing this game as a child. The trick to scoring lots of points is to catch multiple fish with each scoop. Use the first two scoops to meet your point requirement for the round, then use the third one to pad your points. Always try to get at least one dark gold fish with each scoop.



Take your water balloons to Jiraiya who waits for you in a small clearing in the woods just outside the Tanzaku Town entrance. Do as he says and practice popping the balloons by manipulating your chakra. Match the on-screen commands as soon as they appear to rotate the water inside the balloon and pop it!

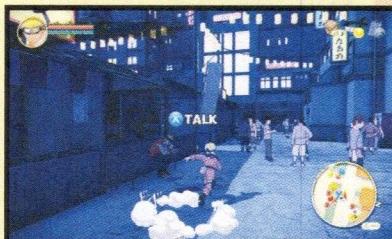
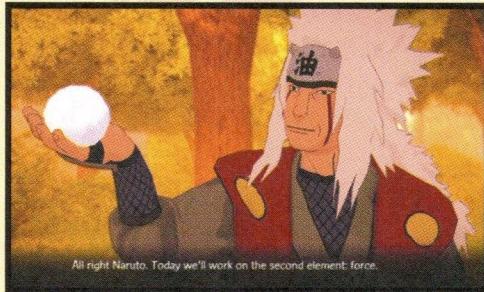
Popping the water balloon is harder than you thought and, as soon as you burst the first balloon, you pass out from exhaustion! When you come to, rush back to Tanzaku Town and tell Jiraiya about your success!



When you report to Jiraiya, he's pleasantly surprised at how fast you mastered the first phase of the jutsu. The next phase requires rubber balls, though. Follow the map marker to the shuriken toss game kiosk in Tanzaku Town. Just like before, to get the rubber balls as a prize, you must score in the top three—at least better than 260 points.

The shuriken toss is simple. Toss shuriken at the targets by pressing the button that is represented by the target. So, if the target that looks like “X” pops up, press “X” before time runs out and the target drops back down. If the target is covered by tape, however, don't toss the shuriken! The farther away the target, the more points you score when you hit it. After collecting your prize, run to the hotel and get some rest.

After getting some much-needed rest, you're ready to go the next morning. Run back out to the training field and talk to Jiraiya.



Sprint back to Tanzaku Town and approach the snake smashing game. To win stuffed animals, you must score in the top three again—better than 218 points.

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To score high points, link together combos by not missing the snake heads when they pop up. The longer the string of snake heads you hit without missing, the higher your combo will be. If you miss, your points will reset to one point per head. If you hit the frog, however, you'll lose one of your three mallets. Once all three mallets are spent, you lose.

Hold **A** to draw back the mallet and release to drop it on the target. Hold the mallet back until the cursor is green, then release. If you release too soon, you'll risk missing and resetting your multiplier bonus. If a snake begins to shake and turn red, hit it before it goes away! Always remember the order in which the snakes pop up so that you can hit them before they drop back down. Once you've won and collected the stuffed animals, return to Jiraiya.



Watch the four yellow circles in the top right corner of the screen. When you hit a snake, the yellow circle turns blue. Once all four circles turn blue, your hit multiplier increases. So if you hit four snakes in a row without missing, the circles will turn blue one by one and grant you a $x2$ multiplier, making each snake worth two points. Hit another four snakes without missing and the multiplier rises to $x3$. And so on... until you miss, of course.



When you present the stuffed animals to Jiraiya, he confesses that they weren't for training, but rather to be used as gifts for beautiful ladies! He advises you to rest before you learn the next phase of the Rasengan. Go to the hotel and get some sleep.



In the morning, go back to the training area and meet with Jiraiya. After handing you an ice cream, he explains that the third phase of the Rasengan is to focus it on the target. He charges his chakra, draws his hand back, and unleashes it on a nearby tree.

Execute the Rasengan on three trees and destroy them to complete your training.



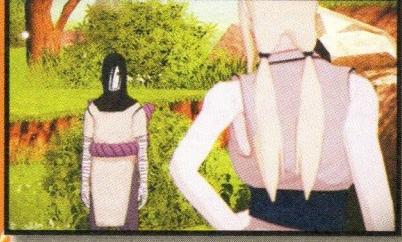
The third tree explodes into a cloud of splinters as a strange lady watches from a distance. She slowly approaches you and Jiraiya and insists on knowing why Jiraiya taught you such a powerful jutsu. The lady is Tsunade, the healer you've been searching for!





When Jiraiya attempts to talk her into returning to the Hidden Leaf Village to become its Hokage, Tsunade refuses and disappears!

Sannin Showdown!



Talk to the Pervy Sage to begin following Tsunade. He demolishes a stone wall with spiral symbol behind him and opens a path to a Tree Action Sequence. Sprint up the tree into the Tree Action Sequence and go after Tsunade!

While you give chase, Tsunade is being confronted by Orochimaru! His arms have been rendered useless by The Third Hokage and, knowing that she is a talented healer, he's sought out Tsunade. Orochimaru offers

to bring back Tsunade's dead husband and little brother in exchange for the use of his arms...

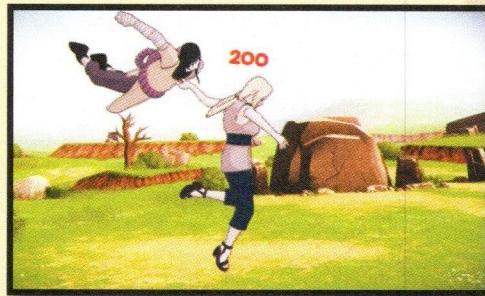
Tsunade refuses at first. After a moment, though, she approaches Orochimaru and charges her chakra in her palms. As she is about to place her hands on Orochimaru's limp arms, Kabuto attacks her! Kabuto knows healing techniques and saw that Tsunade's chakra was not a healing chakra. Kabuto saw through Tsunade's trick!



Just as Kabuto and Orochimaru are about to retaliate, you and the Pervy Sage catch up to Tsunade. Even though he can't use his arms, Orochimaru attacks Jiraiya and Tsunade. At the start of battle, Orochimaru can't hurt you. As Jiraiya, follow the tips on screen to execute a co-op attack. As soon as you execute the co-op attack, your health bar appears atop the screen, indicating that you can now take damage and be defeated.

To defeat Orochimaru, be quick and use every attack in your combined arsenal. You control Jiraiya and Tsunade in this fight, so take advantage of their superior strength and powerful jutsu. Orochimaru is slippery and will use his Substitution Jutsu very frequently! Use Jiraiya's Toad Flame Bomb jutsu to scorch Orochimaru and Needle Jizo to reflect his attacks back at him.

When fighting as Tsunade, use her Mitotic Regeneration to heal and Acid Slime to whittle away Orochimaru's health bar. When not using your jutsu, use plenty of throws and co-op attacks to defeat Orochimaru. After you deplete nearly all his health, Orochimaru temporarily retreats.



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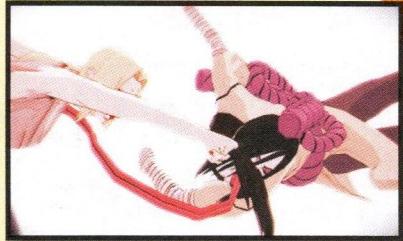
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Meanwhile, Naruto and Kabuto are engaged in battle on the other side of the field. As Naruto, attack Kabuto with quick combos like Clone Slide and Clone Smash. Keep Kabuto off his feet and pummel him with Killer Combos. You can't execute any co-op attacks, so don't even try. Instead, build up your overdrive charge quickly with combos.

Once your overdrive bar is at level two, attack Kabuto with Rasengan. When you do, he'll activate his healing ability. Attack with Rasengan again to counteract his healing, then follow it up with more combos. If you have chakra pills, take them to refill quickly, then attack with Rasengan again. If you don't have chakra pills, chip away at him with combos while your chakra refills.

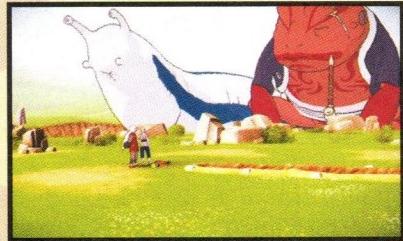
Continue pummeling Kabuto with Rasengan until you send him flying across the field into a large boulder. After defeating Kabuto, you fall to the ground exhausted and pass out. When you do, all three of the Legendary Ninja summon their creatures and the battle increases to a giant scale!



The three creatures, Katsuyu, Gamabunta, and Orochimaru's snake watch each other carefully in a stand off. Suddenly Orochimaru's slithering pet strikes! Follow the commands as they appear on the screen to counter the attack!

Follow all the on-screen commands until Gamabunta's sword is sent flying in the air. As it comes down, guide the blade's tip onto the head of Orochimaru's snake. The blade comes down on the snake's head and destroys it!

Orochimaru lashes out at Tsunade with his tongue and tries to strangle her! Once again, follow the commands on the screen to pull Orochimaru in and give him one final super-powered punch, ending the fight. Orochimaru has enough and retreats with Kabuto in tow.

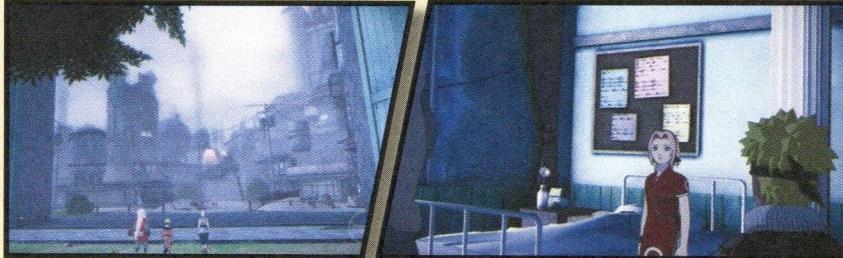


With Orochimaru gone, Tsunade walks over to Naruto's body to make sure he's still alive. Moved by Naruto's strength, Tsunade changes her mind—she decides that she *will* become the Hidden Leaf Village's Fifth Hokage!

NARUTO 101:

BEFORE TSUNADE WAS ASKED TO BECOME THE FIFTH HOKAGE, THE HIDDEN LEAF VILLAGE ELDERS ASKED JIRAIYA TO TAKE THE ROLE!

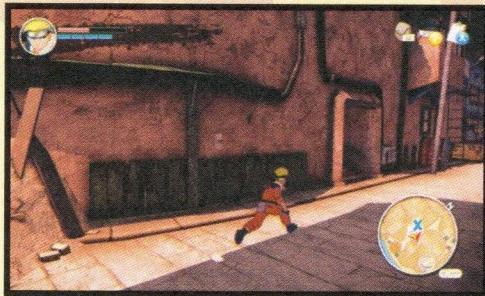
The Fifth Hokage Takes Her Seat



Three days after the showdown between the Legendary Three Ninja, Naruto is fully healed. He, Jiraiya, and Tsunade return to the Hidden Leaf Village to find it in ruins. A dark cloud hangs over the village, hiding it in shadow. Tsunade leaves for the hospital to help heal the wounded, Sasuke included.

Explore the village to reacquaint yourself with it, then follow the map marker to the village hospital to talk with Tsunade. There you find Sakura sitting by Sasuke's bedside. Tsunade uses her healing chakra to restore Sasuke and everyone is relieved...for now.

After leaving the hospital, dash to your apartment to get some rest.



Bad News



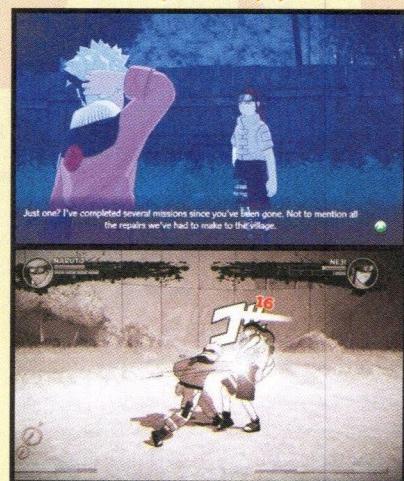
While you're resting in your apartment, Tsunade is busy seeing other injured Leaf Ninja. Among them is Rock Lee. Even though he's up and walking about, his diagnosis is the most serious of all. Lady Hokage finds that Rock Lee is no longer healthy enough to participate in shinobi missions. Rock Lee and Might Guy don't take the news very well, but there's nothing they can do.

Shortly after getting situated at the hospital, Tsunade makes a village-wide announcement officially taking on the new role as the Hidden Leaf Village's new Hokage.



Awesome! Thanks to me and the Pervy Sage, we got a new Hokage! It only makes sense that I collect my reward for the super important ninja mission! Once old Lady Tsunade becomes our official Hokage, I get 500 ryo and 245 Friendship Points! Believe it!

Back to Business!



After the Hokage's ceremony, follow the map marker in town to find Neji. While you were out completing one very big mission, Neji has been at the village completing several smaller

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missions and helping rebuild the village.

While you talk to him about what you've been up to, you recall your encounter with Neji at the Chunin Exams. Suddenly, you're there again, fighting Neji at the Chunin Exams finals! Defeat Neji by using Substitution Jutsu to dodge his attacks, and counter with short, quick combos. Avoid his 8 Trigrams Palm Rotation, and dash away from him after he activates his Byakugan. Once you've defeated Neji, you snap out of it and return to the present.



While you talk with Neji, his attention is suddenly snapped away. He dismisses himself and says he's got something to do.

Something's Not Right

Mission Objective: Disarm the paper bombs and find the spy

Reward: 300 ryo, 200 Friendship Points



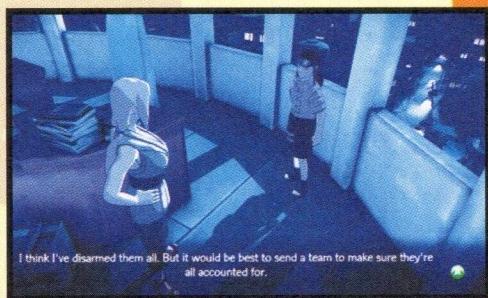
Naruto leaves and you take control of Neji. As Neji, immediately activate your Byakugan ability to detect the nearby mission marker. You've detected several hidden paper bombs scattered across the village! Run to the mission marker to begin the mission!

Keep your Byakugan active to detect the hidden paper bombs and scour the Hidden Leaf Village to find all six bombs!



I've done some scouting for you. Use the map here to find the bombs. If I were a saboteur, that's where I'd place them...

After finding all six paper bombs, rush back to the Hokage and tell her what you found! When you tell her, she is concerned about the timing. The bombs appeared just after a mercenary who specializes in traps was spotted in the village.



The mercenary, Zenigoke, managed to evade the Hidden Leaf guards, but she thinks he's still hiding in the village. Your



Byakugan ability is just what she needs to find him. Exit the Hokage's office and activate your Byakugan to locate the spy. Dash to where you found the sixth paper bomb to find the cowardly creep! As expected, when you approach the spy, he's not happy about you finding him.

Rather than go with you willingly, he puts up a fight! Your taijutsu attacks aren't very powerful, so immediately charge your overdrive bar and activate your Byakugan in battle. Chip away at Zenigoke, then use your 8 Trigrams 64 Palms jutsu to chop off a huge chunk of health.



Zenigoke is tough! He'll activate his Chakra Concentration ability and increase his damage output. When he does, wait for him to get near and use your 8 Trigrams Palm Rotation to repel him. Follow it up with 8 Trigrams 64 Palms again and continue to whittle away at his health.



Just as you're about to defeat him, Zenigoke flees from battle! Once again,

activate your Byakugan to bring up your "radar" and chase after him. Chase him to the village entrance. There, just outside the village gates, waits Zenigoke. When you catch up to him, he says he's laid more traps, then disappears again. He's a slippery spy. Luckily, Naruto is in the woods nearby, so you can recruit some help.

As Naruto, climb up the tree on the right and take the Tree Action Sequence to the Hot Spring Resort area. Follow the map marker toward the spy. The way is blocked by a rock, so use Rasengan to destroy the rock and continue. When you reach the locked gate, backtrack a bit and leap over the rising and falling spiked gate on the right. Just after leaping over the gate, hug the left wall and find a hand switch. Flip the switch to open the locked gate.



Return to the now-open gate and switch to Neji. Just beyond the gate is a large crater with kunai near it. Cross the gate and a trap is triggered! Immediately activate Neji's 8 Trigrams Palm Rotation jutsu to create a protective barrier from the falling paper bombs.

Follow the map marker to the next Tree Action Sequence and dash across the treetops to the Temple Ruins.



In the Temple Ruins area, begin following the map marker across the map. Bridge the gap ahead with Naruto's Shadow Clones, then drop into the area below after crossing the bridge.

Split the team up and set Neji on the floor switch nearby. The switch deactivates a spike trap guarding a stone with a spiral icon on it. As Naruto, walk up to the stone and execute Rasengan on the spiral icon to bust it! Leap over the spike gate behind the busted rock, then call Neji to regroup with you.

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Activate Neji's Byakugan to detect the paper bombs ahead, then stop at the next crater. Once again, use 8 Trigrams Palm Rotation to survive the paper bomb assault on the crater, then proceed. Reactivate your Byakugan and continue navigating past the traps in the forest.



The next traps are so densely packed together that they can prove extra troublesome. With your Byakugan active, leap over the first set of hanging paper bombs and make a right. Turn left and wait for the kunai to stop firing before dashing past them. Turn left again and dash past the next kunai trap, then turn right.

Wait for the kunai trap high above the ground to stop firing momentarily, then leap over the hanging paper bombs to get to the other side. Turn right to face the spiral icon on the wall and switch to Naruto. Use Rasengan to destroy the wall, then dash past the kunai trap.

In the next area, you find Zenigoke.



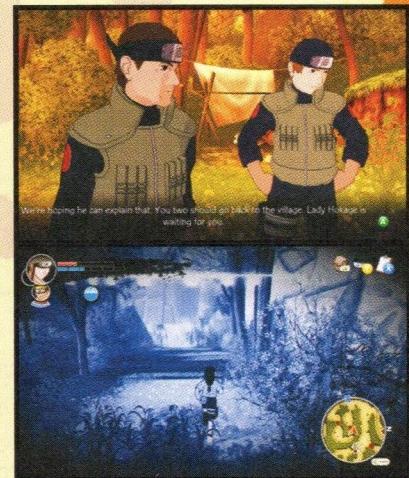
You approach the spy slowly and Naruto disappears! Just as before, you must face him alone as Neji. Attack him just as you did before, with a healthy dose of jutsu and combos. Use your Byakugan to compensate

for your low damage output and keep him at bay with 8 Trigrams Palm Rotation.

If he uses Chakra Concentration, keep a distance until it wears off, then resume your assault on the sinister spy. Once again, just before you defeat him, he disappears! This time, however, he reappears behind you with a kunai to your neck!



The spy feels awfully smug with his "victory," but he fails to take one thing into account. You didn't arrive by yourself. Suddenly, he's reminded of that fact by a flying kick to the face as Naruto appears from nowhere and knocks him out.



With the spy incapacitated, several Leaf Jonin arrive to arrest him. When they do, they ask if you found any stolen documents on the spy. Lady Hokage is missing documents and thought they might have been stolen by the



culprit. He didn't have the documents, but it seems strange what he would steal the documents and still set the traps. No matter. The jonin insist that you return to the Hokage at once!

Activate Neji's Byakugan, then exit the area via the path on the left. Leap over the rapidly rising and falling spike trap, then circle around the forest, past paper bombs and a crater trap. Wallrun up the cliff, toward the map marker, where you find a strangely familiar ninja!

The ninja is Mizugoke, Zenigoke's twin brother! While Zenigoke set traps as a distraction, Mizugoke stole the documents! Mizugoke is a skilled fighter like his brother. Instead of using Chakra Concentration, though, he has a self-healing jutsu. Counteract his healing ability with Naruto's Rasengan and use frequent co-op attacks to kick his butt. With the stolen documents in your pocket, you can finally return to the Hidden Leaf Village.



After the fight, Choji calms down and apologizes for flying off the handle. You suggest he scour the village for crates of potato chips!

Chubby Choji's Chip Challenge!

Mission Objective: Get Choji his favorite potato chips

Reward: 300 ryo, 200 Friendship Points

The Restoration of the Leaf



After reporting to The Fifth Hokage, leave her office and head out into the Hidden Leaf Village. Follow the map marker to the northeast corner of the village. There you accidentally bump into chubby Choji just as he's about to eat the last chip in his bag. Choji falls to the ground and you accidentally step on the last chip! Needless to say, Choji isn't happy about it and challenges you to a fight.

Choji is a strong fighter, but he's not the fastest. Use your speed to overwhelm him with a flurry of combos. Use Substitution Jutsu to get around his attacks and attack from behind. After whittling down his health to about 30 percent, use Rasengan and throw attacks to finish the fight.



Choji takes you up on the challenge and decides to look for potato chip crates scattered throughout the village. As Choji, walk up to the crates of chips on the right and follow the commands on the screen to execute your Human Boulder jutsu and smash them open. Grab the bag of potato chips.

After grabbing the first bag, you begin to hunger for more. Follow your radar at the bottom of the screen to the seven crates of potato chips. Use the map here to find all seven crates of chips quickly, then return to Naruto where he first ran into you.

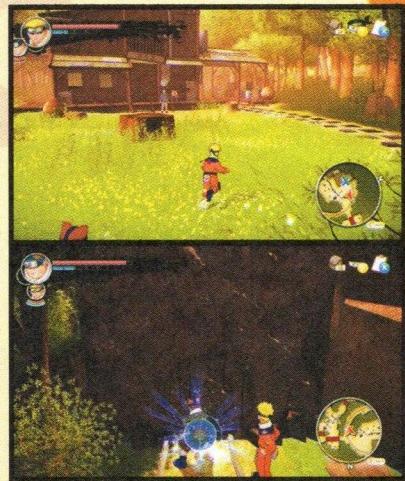
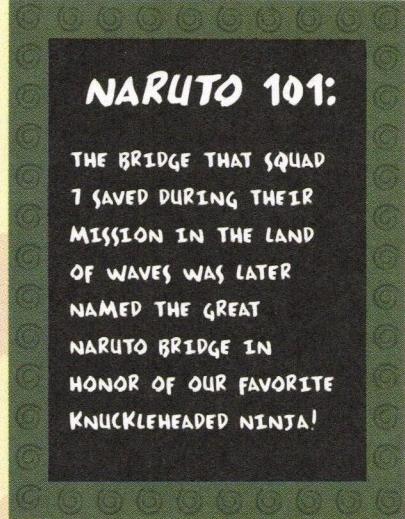
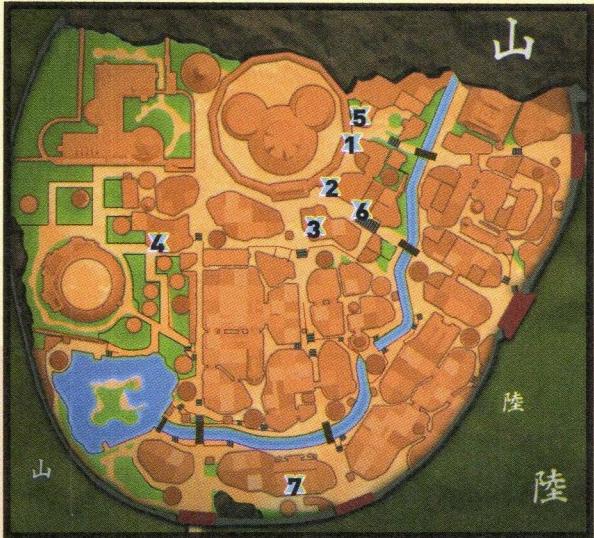
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next long spike pit. Dash across the Naruto bridge, then switch to Choji.



Saunter over to the man in
the blue shirt and talk to him.
He's the owner of the Galby
Chip Company and

You found seven crates of chips, but none of them satisfied you. They weren't the right kind! Naruto suggests that the two of you go to the chip factory and see where all the good chips went. At first Choji hesitates, but when Naruto offers to accompany him, he agrees and sets off! Choji will wait for Naruto at the gate while Naruto prepares.



As Naruto, stop by the merchant to restock on medicine pills, ramen, and any other items you may need, then meet Choji at the gate. Take the Tree Action Sequence to the Temple Ruins, then follow the map marker through the forest.

When you reach the first locked gate, step on the floor switch nearby to drop the gate. Split up the team and guide Choji past the dropped gate toward the kunai-firing trap. Carefully turn left, staying out of the kunai trap's line of fire, then turn right and leap over the kunai and spike trap at once. Circle around the path and call Naruto to regroup with you.

Leap over the spiked pit and flip the switch on the right. Turn left and use Naruto's Shadow Clones to connect the bridge over the



immediately recognizes Choji, his best customer! The downtrodden man says that the train tracks have been blocked and he can no longer make chip shipments to his loyal customers! Naturally, you insist on helping!

Turn around and follow the train tracks toward the map marker. When you reach the wall with the large circle indentation on it, use Choji's Human Boulder technique to bust through it. On the other side of the smashed wall, you run into a Potato Chip Ninja!

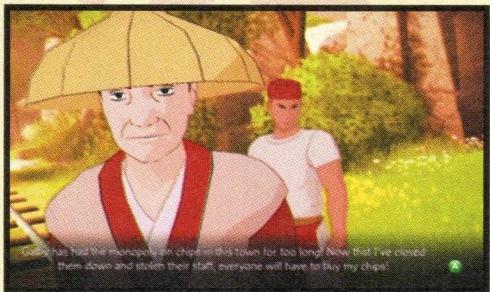
Quickly charge your overdrive bar with a few short combos. Once it's full, use Choji's Partial Expansion Jutsu to increase the damage of your blows. Lay into the sinister chip chump and pummel him with hard combos like Heavyweight Impact and Belly Rush! After depleting his health to nearly 10 percent, use Human Boulder to finish him off.



After pummeling the Potato Chip Ninja, the path ahead is clear...sort of. There aren't anymore ninja on the tracks for a while, but there are plenty of traps. Activate Choji's Partial Expansion Jutsu, then switch to Naruto. As Naruto, carefully trek down the train tracks, dodging the paper bombs traps and kunai flying across the tracks.

With Choji's jutsu in effect, if you run into a trap, he'll pull you out before you take damage! Get to the end of the train tracks and call Choji to regroup with you. Break through the next wall with Choji's Human Boulder technique and find a group of ninja farther down the tracks.

The men on the tracks work for the other chip company! They're the ones blocking the Galby Chip shipments.



When the fight begins, use the first of the three Potato Chip Ninja to build up your overdrive charge. Beat on him with plenty of short combos to fill your overdrive bar quickly. When the second Potato Chip Ninja joins the fight, use co-op attacks and your most powerful jutsu to take him out quickly. If he doesn't fall after a few rounds of combos and a Rasengan or two, use throws to finish him off.

The Rival Company Boss is a bit tougher to take down. Use plenty of co-op attacks to keep your fighters fresh and keep him off balance. Chop off big chunks of health with Rasengan, Shadow Clone Jutsu, and Human Boulder. Once he's had enough, the Rival Company Boss retreats and leaves the train tracks clear for the Galby Chip Company to resume their shipments!



With your mission complete, return to the Hidden Leaf Village and go to your apartment for some rest.

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Races and Repairs

Mission Objective: Find the missing supplies and help repair the Leaf Village

Reward: 1,600 ryo, 200 Friendship Points

Follow the map markers across the village and deliver the four sets of plans before the timer runs out. Use the map here to find all four workers quickly.



After delivering the four plans, talk to Shikamaru again to finish the first part of your mission. Next up is Choji! As Choji, talk to the worker in front of you to begin your mission. He's run out of supplies and can't find more! Help him by locating four batches of supplies.



Use the map here to find the four batches of supplies scattered across the village. When you find one, use Human Boulder to smash the crates open and gather the supplies. You don't have a timer, so take your time and remember to look high and low!



Return the four batches of supplies to the worker to finish the mission and take control of Kiba. Talk to the construction worker nearby to accept your mission.



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SHONEN JUMP
NARUTO
THE BROKEN BOND

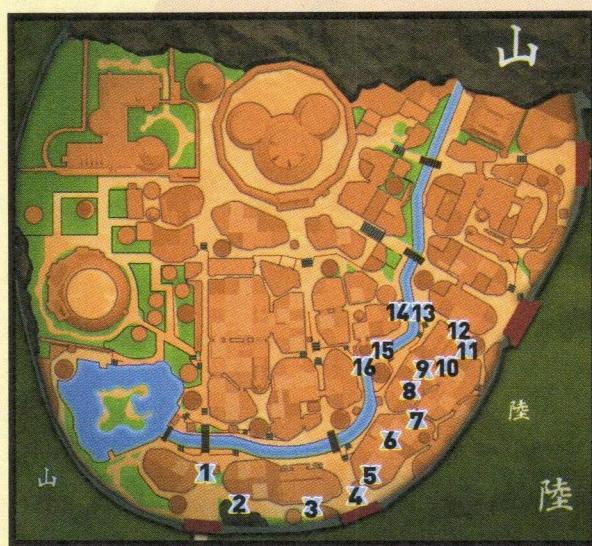
PRIMA OFFICIAL GAME GUIDE

He needs to rewire the village, and only someone with exceptional speed and agility can do it!

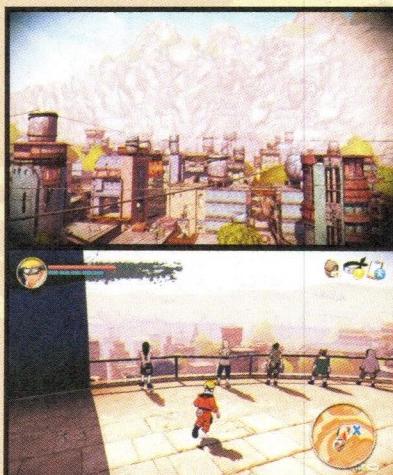
Use the map to dash through all 16 race markers around the Hidden Leaf Village, setting the wire as you go. Maintain your sprint throughout the race and slide around corners to keep from wasting time. After finishing the race, return to the worker to begin a second task.

This time, the task is to race across the rooftops to set even more wire. Follow the route labeled on the map and sprint through all 13 race markers to finish Kiba's task.

When you finish Kiba's task, you take control of Neji. His task is to find three missing laborers and send them back to their work sites. As Neji, activate your Byakugan to bring up your radar. Follow the radar and the map to find all three workers.



The first worker is on the small island on the southwest side of the village. To reach him, either walk down the ramp on the north side of the lake or the small shore that is just right of Sasuke. I hope you can swim...



Report back to the construction worker after finding all three missing laborers and finish the mission. With all the combined efforts of the Hidden Leaf Ninja, the village is almost completely restored to the way it was before!

As Naruto, report to the Hokage. Run to the Hokage's office building, but instead take the door on the right. Follow the winding walkway up to the roof and double jump onto the building next to it. Climb all the way up to the roof of the Academy building to find the Hokage and several other ninja overlooking the village. After looking over the village and

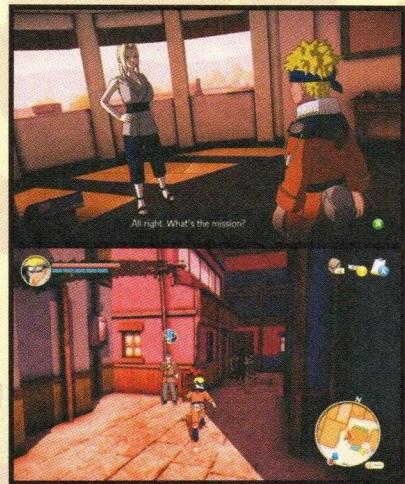
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enjoying all your hard work, go back to your apartment and rest.

The Specialist

Mission Objective: Find the specialist and locate his goods

Reward: 400 ryo, 200 Friendship Points



After some much needed rest, you're ready for more ninja missions! Speed over to the Hokage's office for your next mission. Lady Hokage assigns you to a team with Neji and Choji! Your mission is to find Kikusaki, a "specialist," for the village. Stock up on materials and run out to the village gates, where Choji and Neji are waiting for you. Take the Tree Action Sequence on the right to the Hot Spring Resort.

Follow the map marker to the next Tree Action Sequence leading to the Tanzaku Town Entrance. Enter Tanzaku Town and split up. While Neji and Choji go search for information on Kikusaki, go talk to the fireworks vendor in the middle left edge of town. The man informs you that Kikusaki is by the temple practicing! Go tell your teammates at the entrance to town.

Ignore the map marker for now, you can't reach the Tree Action Sequence yet. Instead, take the Tree Action Sequence leading back to the Hot Spring Resort. From there, circle out and around back up to the Tree Action Sequence leading to the Temple Ruins (now you can follow the map marker). Once at the Temple Ruins, follow the map marker north toward Kikusaki.

When you find Kikusaki, he's sad. Bandits have stolen his fireworks and his money! You hand him the plans that Lady Hokage sent, but he can't do anything without his fireworks! You must find them!

Use the map above to find all four of Kikusaki's fireworks. The fourth one is across the river. Use Neji's Byakugan to expose hidden traps and Naruto's Shadow Clones to bridge the gaps between broken bridges. After collecting all four fireworks, return them to Kikusaki.



Even though you find most of his fireworks, the firework needed for his grand finale is still missing! Follow the map marker back to the Hot Spring Resort. Back at the Hot Spring Resort, a small group of thugs is guarding the final firework.



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Continue following the map toward the marker and head to the north end of the large southeastern landmass. Approach the large wall with the circular indentation, just west of the three floating platforms that form a triangle in the water. Bust through the wall with Choji, then use Naruto's Shadow Clone Jutsu to bridge the gap over the water. Activate Neji's Byakugan to reveal the traps, then dash safely across the Naruto bridge.

On the other side of the bridge, use Neji's 8 Trigrams Palm Rotation to avoid the paper bomb crater trap, then circle around the small island until you find the culprits holding the final firework.

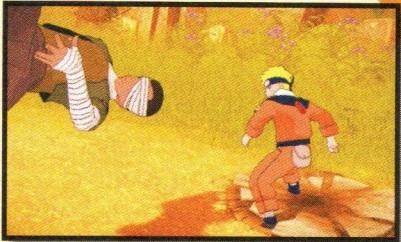


Approach the thieving ninja and engage them in battle. Use plenty of co-op attacks and Killer Combos to charge your overdrive bar. If you have a power medicine pill, use it now to increase the damage dealt by your attacks. Rely mostly on Naruto and Choji's strength to do the most damage and switch Neji into battle when either of the other two combatants takes too much damage.

Backtrack to Kikusaki at the Temple Ruins and deliver the final firework! After he happily accepts the firework, return to the Hidden Leaf Village and report your success to The Fifth Hokage. When you do, you can share in the excitement as the village celebrates its restoration.



Rise of the Discontent



Approach the Renegade Ninja and challenge him to a fight. Use Kiba's Fang Over Fang or Naruto's Rasengan to chop off huge chunks of health with only a few attacks. As always, use co-op attacks to dish out double damage and keep from taking too many blows to one of your fighters.



With the Leaf Village nearly back to normal, the people of the village go back to bustling about, busying themselves with chores and everyday life. Rush to the map marker to find Kiba and Neji talking to Might Guy. When you arrive, Might Guy has a bucket over his head! Kiba and Neji wanted some extra training, but Guy-sensei refused to help in his current state of "horrible disfigurement."

The only thing that can help him is a rare flower that grows outside the village walls. You agree to take the mission along with Kiba and Neji. After all, the training will come in handy after all!

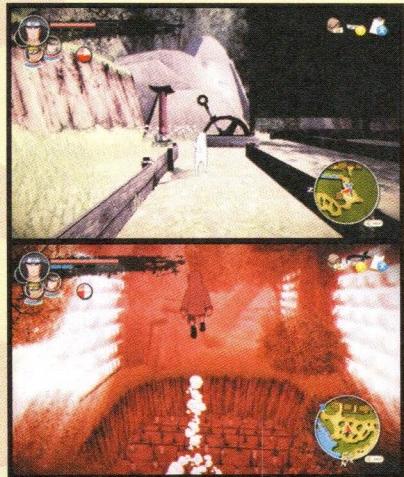
The Healing Flower

Mission Objective: Find the rare flower and give it to Guy

Reward: 500 ryo, 150 Friendship Points

Rush out to the village gate to meet with Neji and Kiba. Take the Tree Action Sequence nearby to the enemy camp. Follow the map marker toward the flower until you reach a large wall with a spiral icon on it. Destroy the stone with Rasengan, then slowly journey deeper into the forest. Stop as soon as you detect danger and use Neji's Byakugan to reveal the traps along the path.

Follow the winding pathway up and around the forest until you reach a large trap crater. Switch to Neji and use his 8 Trigrams Palm Rotation to deflect the bombs as they fall on you. At the end of the winding pathway is a ninja guarding a shack with orange bands on it. You know what to do!



Once the fight is over, approach the orange bands as Kiba and use his transformation jutsu to turn into Akamaru and flip the switch underneath the shack. The gates nearby open, allowing you to travel deeper into the enemy camp. Turn left near the large cliff, and jump across the two large wooden platforms hanging over the water-filled chasm.

Immediately after crossing the chasm, stop and activate Neji's Byakugan to detect traps ahead. Make a sharp right and follow the twisted path around the paper bomb traps, over spiked chasms, and toward the map marker. Near the



path's end is another paper bomb crater trap. Block the bombs with Neji's rotation technique, then circle around toward the rear of the village.



Walk to the riverbank and find a small wooden dock. While on the dock, turn right and locate the series of rickety wooden platforms. Quickly sprint across them until you reach the forest again. After this, use Kiba's Transformation Jutsu at the end of the nearby shack to unlock the next gate and arrive at the map marker.



At your destination, you're greeted by several angry ninja. The thugs attack immediately! Block their blows and use Substitution Jutsu to sneak up behind your opponent. Follow your counterattack with a series of combos then finish it off with a co-op attack!

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When your teammate tags into the battle, unleash a jutsu attack like 8 Trigrams 64 Palms, Rasengan, or Fang Over Fang, depending on the pugilist. Keep the enemy off guard by switching your fighters in and out of battle, and take them down!



You deliver the thugs a sound beating and grab the flower nearby. But the bandits are not done fighting. Suddenly, the entire village comes out to fight! You're horribly outnumbered, so instead of staying to fight, head back to the Hidden Leaf Village.

Rush through the enemy camp and use Rasengan to destroy the wall on the other side. Hop down from the camp back onto the main path and backtrack to the Hidden Leaf Village. Give the flower to Guy and collect your mission reward.

You give the flower to Might Guy and he uses it to fix his hair! As it turns out, the "rare" flower was not rare at all! In fact, he hired the thugs to guard the flower to help keep you on your toes. Even when you didn't expect it. Might Guy helped you train...albeit in an unorthodox way.



Squad 7 Reunited!

Mission Objective: Go to the mining town and recover the stolen gold

Reward: 750 ryo, 220 Friendship Points



Return to the Hokage for a nice surprise. In her office you find both of your teammates, Sakura and Sasuke! After spending plenty of time in

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the hospital, Sasuke is ready to go on missions again, and this is your first one.

After meeting with the Hokage, leave her office and go to the merchant to restock on items. Once you're ready, rush out to meet Sasuke and Sakura by the gate. Guide your team through the Tree Action Sequence and arrive at the enemy camp. Follow the map marker through the forest and use Sasuke's Sharingan to slow down the traps in your path.

Keep Sasuke's Sharingan active as you traverse several traps on the way to the map marker. Double jump over the long watery chasm, landing on the rickety platforms and dodging the kunai traps as you go. When you reach the map marker, a locked gate blocks your progress. Flip any three of the four hand switches nearby to turn off the kunai traps below.

Split up the team. As Sakura, hop across the platforms floating on the river. On the other end, step on the floor switch and hold your position. Switch to Naruto and use your Shadow Clone Jutsu to connect the middle bridge. Switch to Sasuke and storm across the Naruto bridge. Use Chidori to break the wall on the other side and stand on the floor switch.

Finally, switch back to Naruto and bridge the last gap over the river. Run across the bridge to the other side and break the wall with Rasengan to expose a small area behind it. Stand on the floor switch to open the gate, then dash back across the bridge toward the gate.



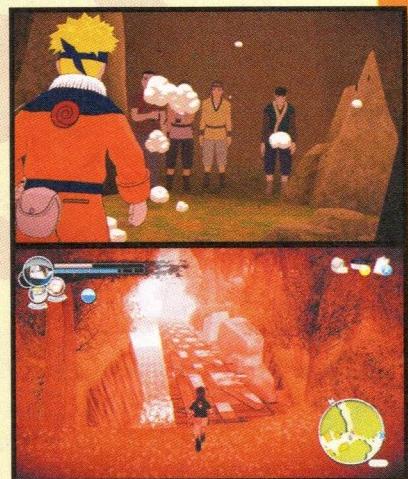
Regroup the team at the gate and continue toward the next map marker. Once again, a locked gate impedes your progress. Leave the gate behind and stroll down to the riverbank. Leap across the floating platforms as they lead out into the river then back around onto stable

ground. Flip the hand switch to open both the gate immediately to your right and the locked gate you left behind.

Backtrack to the previous gate and go through. Follow the path to a large rock wall and break through it with Sasuke's Chidori. The wall reveals a secret entrance to a tiny mining camp. Talk to the man near the center of the camp.



The man says that one minute the mine was fine, and the next minute an explosion collapsed everything. The fallen rocks have trapped people inside the mine! If the rocks aren't removed soon, the miners will suffocate!



Sasuke immediately offers to remove the rubble with Chidori, but is unable to! When he fails, you volunteer. As Naruto, use Rasengan to break through the rubble and free the trapped miners. The miners pour out of the mine and are



extremely grateful to you for rescuing them!

As some of them come out, they inform the mining foreman that the collapse was actually meant as a distraction! The miner recalls a mysterious man in a jumpsuit running off into the forest shortly after a shipment of gold disappeared. Leave the mining camp and follow the map marker to locate the mysterious thief. Use Sasuke's Sharingan to slow down the traps and dash across the booby trapped platforms.

Circle around the forest until you run into a pair of familiar ninja. Kagari and Oboro—two familiar faces from the Forest of Death—stand ready for battle! Kagari attacks first. Use combos and co-op attacks to knock him back and deal major damage. The two Rain Ninja aren't very tough, so feel free to overwhelm them with strong combos and plenty of counterattacks.



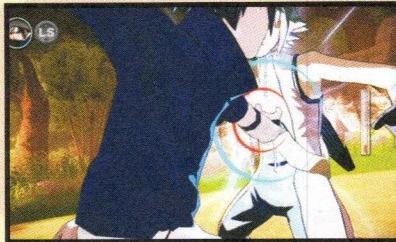
NARUTO 101:

SQUAD 7 FACED KAGARI, MUBI, AND OBORO—THE SAME RAIN NINJA—DURING THE FOREST OF DEATH PHASE OF THE CHUNIN EXAMS!



After defeating the Rain Ninja, proceed farther down the path until you come across another spike trap. Again, use Sasuke's Sharingan to safely navigate past the traps until you reach a new adversary, this one in a blue jumpsuit. Approach the blue ninja and another Rain Ninja drops in to intercept your approach!

The intercepting ninja isn't very tough. In fact, a few quick combos and a Rasengan should drop him quickly. When he falls, the ninja in the blue jumpsuit takes action! He recognizes Sasuke as a member of the Uchiha clan, but instead of fighting he takes flight! Activate Sasuke's Sharingan and give chase. Leap over the spike traps as Sharingan slows them down and dash through the race markers toward Aoi, the cowardly ninja.



When you reach Aoi, Sasuke takes it upon himself to fight the ninja. As Sasuke only, attack Aoi with quick combos and Killer Combos. Charge your overdrive bar and quickly unleash Chidori on Aoi. Pummel him some more until his health drops to less than 30 percent, then hit him with Chidori one more time to finish this fight. Somehow, Aoi absorbs your Chidori attack and remains standing!



Where Sasuke fails, Naruto picks up. As Naruto only, take the fight to Aoi. Beat him just as you did with Sasuke. Use plenty of strong combos, then hit him with Rasengan as soon as your overdrive bar is charged. Whittle a bit more of his health bar down, then finish him off with a Rasengan attack. Aoi blocks the Rasengan with his sword, but even that is not enough to hold you back! The sword shatters while Sasuke watches from afar then passes out.

When Sasuke passes out, you immediately rush him back to the Hidden Leaf Village. Back at the village, you report to the Hokage how you were able to destroy Aoi's sword and recover the stolen shipment of gold. Meanwhile, Sasuke recovers at the hospital.



Squad 7 Divided!

Mission Objective: Confront Naruto, then find a place to think

Reward: 150 Friendship Points

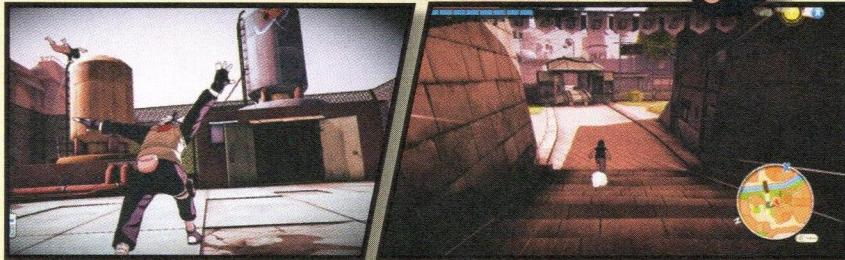


Sasuke recovers at the hospital, but his dreams are haunted by memories of his failure and Naruto's success. As he sleeps, he suddenly begins to relive his encounter with Itachi. As Sasuke, follow the glimmering light out of Itachi's illusion maze. When you begin to lose your mind, merge the two shadows with your real self to resume your escape from the genjutsu.

When you reach the end of the genjutsu, you're confronted by memories of Itachi. He tells you that if you want to attain the kind of power capable of executing powerful genjutsu, you must kill your best friend...the way he did as a boy.

When you wake up, you want nothing more than to fight Naruto and prove you're the better ninja. Take the fight to Naruto and build up your overdrive charge. Smash Naruto with Killer Combos to fill up your overdrive completely. When you do, you can activate Rage mode. Trigger Rage mode and unleash your hatred on Naruto. Overwhelm him with a torrent of combos.





Just as you and Naruto are about to slam into each other with your most powerful jutsu, Kakashi dashes between you and breaks up the fight! You each go flying into water tanks on the roof

of the hospital. Yours explodes because of Chidori, but Naruto's Rasengan only creates a leak in his tank. Kakashi scolds you, but you don't want to hear it, so you walk away. As you do, you look and see the back of Naruto's water tank and see it has been completely destroyed from the rear! This only angers you more.

Follow the map marker to a remote part of the village where you can have some peace and quiet to think. When you finally find a place to think, you're interrupted by a large hulking ninja.



Beat the bully back with Killer Combos and throws. Chip away at his health bar while you fill your overdrive bar. Activate Rage mode immediately and unleash it on Jirobo. If Jirobo activates his Rage mode, back away and use Substitution Jutsu to dodge his attacks. Get some distance, then use your Sharingan to block his attacks automatically. Once his Rage mode fades, finish the fight with Chidori.



Jirobo temporarily backs off, but he's not done yet. He tells you that he knows people who

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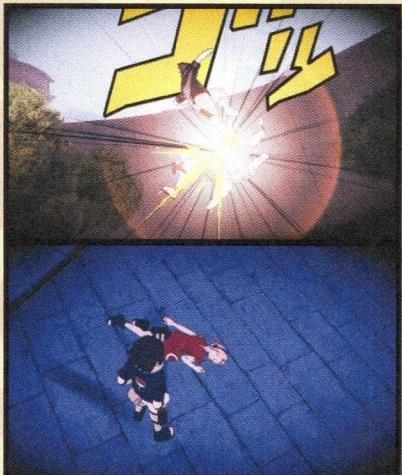
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are looking for you and only they can show you true power. They're waiting in the coliseum. Sprint to the coliseum to meet with the mysterious strangers.



The people at the coliseum are Orochimaru's bodyguards, the Sound Four! To accept you as their leader, they must first test your power. Kidomaru is the first to do so. He attacks! Beat him the way you did Jirobo—by filling up your overdrive meter with combos then unleashing your Rage mode and pummeling him!



When you defeat Kidomaru, Tayuya takes his place! Take a health pill if you need it, then use throws and Killer Combos to whittle down her health. Finish her off while you're in Rage mode, and the ninja back off. They offer to take you to Orochimaru after you've prepared.

Follow the map marker toward the village exit. As you do, Sakura stops you and tries to talk you into staying. When she threatens to scream, you knock her out gently and leave. Take the Tree Action Sequence out of town and into the enemy camp.

Continue dashing toward the map marker. Activate your Sharingan to navigate safely past the kunai traps and use Chidori to blast through rock walls in your way.



When you reach the map marker, you find the final member of the Sound Four, Sakon. As their leader, he refuses to hand over leadership to anyone without testing them first. This time you must battle Sakon, Kidomaru, and Tayuya one after the other! Take a power medicine pill when the fight starts, and begin pounding on Tayuya with Killer Combos.

Save your Rage ability until one of the Sound Four activates theirs. When they do, unleash yours and fight hatred with hatred. While in Rage mode, use Substitution Jutsu and counterattack with strong combos from behind. Refill your overdrive bar and wait for the next combatant to switch into battle.

Continue pummeling the ninja and combatting their Rage attacks with yours until you've fended off all three foes. When you do, Sakon accepts you as their leader and you're taken away by the Sound Four to Orochimaru.



Forgive us the rudeness we displayed earlier. Your strength is as great as Lord Orochimaru told us it would be.



The Akimichi Secret Recipe!



While Sakura sleeps on a village park bench, Sasuke and the Sound Four speed away from the village unknown to anyone. Meanwhile, Choji comes knocking at your door early in the morning. He's going out on an assignment and needs your help! After waking up and getting ready, rush out to the village gate to meet with Choji and Shikamaru.

Choji's family is sending him on a special mission, but they don't want him to go alone. His mission is to go out and find the ingredients for their special, super Secret Triple Threat recipe!

Choji's Secret Triple Threat

Mission Objective: Gather the ingredients for the Secret Triple Threat

Reward: 500 ryo, 200 Friendship Points



The Akimichi clan's Secret Triple Threat is actually the three pills they use in battle—green, yellow, and red. When a member of the Akimichi clan takes each pill, their strength grows by leaps and bounds! However, if they take the red one, the effects are so powerful, they can be fatal! While Choji explains the potency of his family recipe, a mysterious ninja eavesdrops on your conversation from the woods nearby.

Leave the village gate and take the Tree Action Sequence to the Hot Spring Resort. Follow the map marker to find the first batch of

ingredients, rare mushrooms. While Choji sniffs out the mushrooms, you and Shikamaru talk about Choji's potential. Shikamaru thinks Choji is too hard on himself, but he believes in him.



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Grab the mushroom by the orange bands on the shack behind you, then use Shikamaru's Shadow Hand to reach under the shack and grab two more. Use the map here to find the other two mushrooms and finish gathering the first batch of mushrooms.



Choji still needs six more mushrooms, so dash across the bridge and walk to the large stone wall with the circular indentation on it (marked "!" on the map). Bust through the wall with Choji's Human Boulder technique, then trundle up the stairs and make a left. At the far end of the area you find three gates and three hand switches. Pick up the mushroom near the first gate, then split up the team.



Leave Choji outside the gate, and move Naruto and Shikamaru near the hand switches. As Shikamaru, grab the mushroom near the hand switches, then flip the two switches on the left. This drops the far gate, but raises the one below you, locking Choji outside the hand switch area. Walk past the lowered gate and step on the floor switch in the top left. Then switch to Naruto, grab the mushroom in the next area and step on the floor switch in the top right corner. This drops the gate near Choji. Run into the area on the right, past the now-lowered gate, and grab the other two mushrooms. Flip the hand switch to drop all the gates, then regroup.

After grabbing mushrooms six through ten, dash to the next destructible wall (also marked "!" on the map) and use Choji's Human Boulder to smash it. Turn left and use Naruto's Rasengan to break the wall with the spiral icon,



then grab the last mushroom on the other side of the wall.



After collecting the first batch of ingredients, you must find the second—a sampling of rare herbs that only grow in the shade. Follow the map marker out of the Hot Spring Resort area to the Tanzaku Town entrance. At the entrance, walk to the map marker and use Choji's Human Boulder to smash through the wall.

Once on the other side of the wall, split the team up again. As Naruto, step on the floor switch on the right to lower the gate on the far left. Switch to Shikamaru and walk over to the shack beyond the lowered gate. Use Shadow Hand to sneak under the shack and grab the first herb.



Next, guide the Shadow Hand to the far left side of the shack and flip the hand switch before deactivating Shikamaru's jutsu.





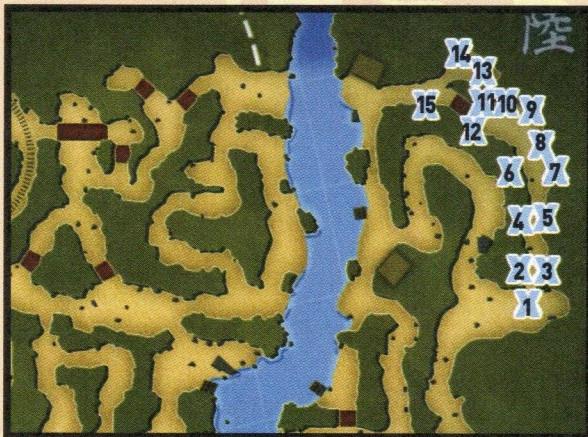
The switch lowers a second gate near the floor switch and exposes a destructible wall that only Choji could break. Regroup near Naruto, then switch to Choji. Use Human Boulder to smash through the wall and find the next herb.

When you do, several Renegade Ninja attack! Immediately pop a power medicine pill and increase your damage ability. Build up Choji's overdrive bar, then use Partial Expansion Jutsu to smack huge chunks of health from the ninja's health bar. If Choji takes too much damage, use co-op attacks to switch in a fresh fighter and finish what Choji started.



Cha!!! If you don't regroup before breaking through the wall as Choji, he'll have to face all three Renegade Ninja by himself! One against three, that is so not fair!

The final ingredients are rare flowers that only bloom in the morning. Follow the map marker to the nearby Tree Action Sequence. As you go, the mysterious ninja who have been following you watch from the trees high above. As they discuss their plan of attack, you and the rest of your team must race against the clock to find the flowers!



Just as you pass through the gate, a timer appears on the screen. Sprint up the tree into the Tree Action Sequence and arrive at the Temple Ruins. Make a sharp right, past the next gate and grab the 15 flowers as you

go. Use the labeled map here to grab all 15 flowers!



While you look for the flowers, explore the first small pit. There are two flowers inside it that you can easily miss if you leap over it without looking down first. I guess that's where the saying comes from, "look before you leap..."

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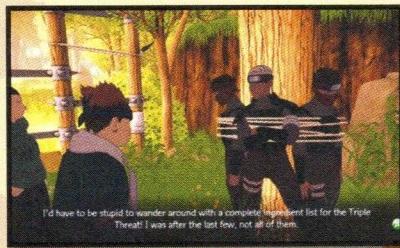
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With all the ingredients in hand, head back toward the Hidden Leaf Village! En route, you're ambushed by three ninja! The ninja aren't particularly difficult to beat. Their best jutsu is a healing jutsu. If they activate it, use a strong jutsu like Rasengan or Human Boulder to counteract the healing effect. After doing so, use co-op attacks and Killer Combos to kick their butts.

After beating them, continue dashing toward the map marker. When you reach the broken bridge, connect the two ends with Naruto's Shadow Clones. On the other side of the water, another ninja drops in for some action! While the first ninja distracts you, a second ninja ambushes Choji and steals the ingredients!

Turn left and go through the open gate. Chase the ninja by following the map marker to their next location. When you reach the locked gate, turn left and face the kunai traps. Just beyond the kunai traps is a hand switch to open the locked gate.



After defeating the ninja, you recover your stolen ingredients. Choji informs them that they were foolish to think he'd carry all the ingredients and the recipe for the family's guarded secret, then leaves the thieves tied to a tree! With the ingredients back in your possession, race back to the Hidden Leaf Village to finish your mission.

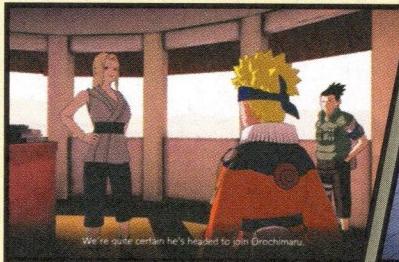


Carefully leap over the kunai traps and flip the hand switch on the other side. The switch opens the gate and deactivates the kunai traps. Backtrack to the now-open gate and venture deeper into the forest. When you come across more kunai traps, stop and watch their firing pattern. Wait for a gap in the firing sequence and dash past them. On the second set of kunai traps, wait for the gap in the firing sequence, then leap through the firing range, carefully avoiding the string of paper bombs on ground level.

Finally, dash past the next few kunai traps and use the hand switch on the left to open the gate ahead. Dash toward the map marker until you run into the thieving ninja! The creeps are huddled in a wide-open grassy area and don't see you coming!



The Ultimate Mission



While you were out helping Choji, Sakura woke up from her unexpected "nap" and immediately informed the Hokage about Sasuke's departure. Rush to The Fifth Hokage's office and accept your next mission—to chase after Sasuke and bring him back! Shikamaru will lead the team, so he runs off to collect more ninja for the mission.

Leave the Hokage's office and stock up on ramen, power, health, and chakra pills before you leave. When you're done, rush out to the village gates and meet up with Shikamaru, Kiba, and Neji. Rock Lee waits nearby, but he's still in no shape to go with you. Not yet. Kiba and Neji set off ahead of you to make sure there are no traps in the way.

Before you leave, Sakura catches up and pleads with you to bring back Sasuke. You promise to bring him back, and then leave.



An Unlikely Team

Mission Objective: Find Sasuke and bring him back to the Hidden Leaf Village

Reward: 2,250 total ryo,
1,125 total Friendship Points

Take the Tree Action Sequence to the enemy camp and dash across the forest toward the map marker. When you



reach the long bridge connecting the two sides of the forest, either engage the Jonin Ninja on the bridge, or leap over him. Once on the other side of the bridge, use Shikamaru's Shadow Hand to sneak under the shack on the left and flip the switch. The gate ahead opens, granting you access deeper into the forest.



Just beyond the gate is another Jonin Ninja guarding a large stone wall with a circular indentation. Take on the Jonin Ninja and pound on him with co-op attacks and a few hits of Rasengan. After taking him out, use Choji's Human Boulder to break through the wall.



When you reach the first map marker, it shifts to a different location. Turn left and dash across the platform toward the next map marker. Carefully leap over the spike trap, then speed toward the next Jonin Ninja. Dispatch him quickly, then approach the broken bridge on the right.

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When fighting the Jonin Ninja, stick to switching between Choji and Naruto. Shikamaru's health bar is the smallest of the three, and can't take a lot of damage from the Jonin Ninja! Cha!!!



As Choji, begin the fight against Jirobo by attacking him with a few Killer Combos. Jirobo's a strong ninja, so keep him far away from you so that he can't reach you with his punishing blows.



Use Shadow Clones to bridge the gap, then use Shikamaru's Shadow Hand to stretch across the bridge and under the gate at the other side. After slipping past the gate, turn left and sneak under the shack. Guide the Shadow Hand to the hand switch and flip it to open the gate. Once the gate is open, sprint across the bridge before Naruto's Shadow Clones disappear.

Sneak past the ninja beyond the gate, then leap up the Tree Action Sequence. When you finish the Tree Action Sequence, you arrive in a forest clearing where you can spy the Sound Four. They've caught Kiba and Neji! Before you can help, however, Jirobo sneaks up behind you!



After taking off about 25 percent of his health, pop a yellow power medicine pill to increase your strength. Keep your guard up to block his blows, then counterattack while your power is augmented. As soon as your Rage is ready, let it loose to increase your damage capacity and keep from taking damage to your health bar.

If Jirobo activates his Rage ability, dodge his attacks and knock him away to keep him from hitting you. Endure his Rage state, then reengage him in battle to deplete his health bar completely. When you do, your stomach begins to hurt really bad! Meanwhile, Jirobo stands by and watches you writhe in pain.



Before the team can engage Jirobo in battle, Choji steps up to take the hulking ninja one on one. If the team faces Jirobo together, the other Sound Four ninja will get farther away from your reach! Just as you say good-bye to Choji, he eats the green pill...

Jirobo confidently watches you as you fall to your knees. But instead of giving up, you remember all the times your friends, Naruto and Neji, expressed their confidence in you. You draw on those memories as strength and quickly jump to your feet. You take the yellow Triple Threat pill and eat it...



When the second phase of battle against Jirobo begins, you begin with half your health! Knock Jirobo away with a Killer Combo, then immediately eat a health pill to replenish your health. Use Substitution Jutsu to avoid Jirobo's attacks, then hit him with quick combos to charge your overdrive bar. Use Partial Expansion Jutsu to knock big chunks of health from his bar.

After you deplete 25 percent of his health bar a second time, Jirobo increases the intensity of his attacks. At this point, the purpose of the battle changes. Instead of beating him, you must hold him off for 90 seconds to allow your team to get farther away and chase the other members of the Sound Four.

Leap and dash over Jirobo's attacks and knock him away while fighting on the ground.

After enduring all 90 seconds, your team gets away and Jirobo reaches his boiling point. He unleashes his second state and nearly kills you! In a final effort to defeat the demon Jirobo, you take the red pill...



Thanks, Choji! After finishing the fight against Jirobo, we get 500 ryo and 275 Friendship Points!

Neji Versus Kidomaru



While Choji was holding off the beastly Jirobo, the rest of the team was chasing the other members of the Sound Four. As Naruto, finish the Tree Action Sequence and land in another clearing. This time, you're ambushed by Kidomaru! He traps the entire team with his spider webbing.

When you loosen yourself from his web to take him on, you actually grant Neji a distraction to free himself and the rest of the team! Before you can pummel on Kidomaru, though, Neji steps in and volunteers to take him on.

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If anyone is going to talk Sasuke back to the village, it's Naruto. Neji steps into the clearing and squares off against Kidomaru while the rest of the team sets off again.



As Neji, begin your attack on Kidomaru by stinging him with a flurry of quick combos. He's a speedy fighter with attacks similar to yours, so use block and 8 Trigrams Palm Rotation to keep Kidomaru off his game. You're not the strongest fighter, so fight smart! Instead of trying to overpower him, use counter-attacks and your 8 Trigrams 64 Palms jutsu to drain his health.

After you completely deplete his health, Kidomaru still stands strong! You realize that you're not as strong as he is, but after recalling Naruto's strength and will to keep fighting, you decide that you cannot give up!



When the fight begins again, use a power pill to increase your damage output. Dash toward the

speedy Kidomaru and catch him from behind with your Substitution Jutsu. Chip away at his health again with quick combos. When he launches his Rupturing Spider Arrow jutsu, hold your ground while he tries to aim, then dash away from his crosshairs at the last second.



After making him miss with his jutsu, attack him with 8 Trigrams 64 Palms. If your Rage mode is ready, do not use it! You'll empty your overdrive bar, but you'll need it to finish the fight against Kidomaru. Instead, empty Kidomaru's health bar with Killer Combos and throws.

When you do, Kidomaru is finally on the verge of defeat! Watch for the on-screen prompt to appear, then immediately knock Kidomaru off his feet and send him flying across the battleground. Once he's down, unleash your 8 Trigrams 64 Palms jutsu to end Kidomaru's game.

Kidomaru falls to the ground defeated, but you're exhausted as well. You've used everything you got to fend him off, but your team has been able to continue on its mission thanks to your efforts. Unfortunately, you can't continue and catch up to your team. You collapse knowing that you did everything you could...



Thanks to Neji's efforts we get another 500 ryo and 275 Friendship Points! Believe it!



Meanwhile...



Meanwhile, deep in his lair, Orochimaru lies in bed without the use of his hands. He desperately holds on while his Sound Four minions deliver his new vessel to him. But as time passes, he and Kabuto begin to lose hope.

In hopes of ensuring that Sasuke arrives soon, Kabuto suggests sending out another ninja to help the Sound Four...

Kiba Versus Sakon



After Neji falls, you regain control of the team. As Naruto, finish the Tree Action Sequence and gain ground on the final two members of the Sound Four. Unfortunately, you're too late. They've been joined by a third person! But who?!

Stop by the traveling merchant and restock on medicine pills. Follow the map marker through the forest until you reach the spiked pit. Use Kiba's Man Beast Mimicry to detect the traps ahead and leap past the paper bombs. When you reach the gate, turn right and leap over the traps to find a hand switch.

Flip the hand switch to open the gate, then backtrack and go through the now-open gate. Follow the map marker again and break through the stone wall with the spiral icon. At the next broken bridge, use Naruto's clones to bridge the gap and

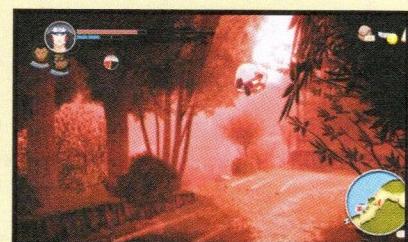
Shikamaru's Shadow Hand to stretch across the bridge and under the gate. Make a sharp right after the gate and sneak under the

shack. Carefully dodge the paper bombs on the ground and go all the way around them as you reach the hand switch.



Open the gate, then dash across the bridge to the other side. On the other side, approach the ninja guarding the floor switch and engage him in battle! The guard is only a Chunin Ninja, so a few strong combos and a co-op attack or two should take him down quickly. Once he's no longer guarding the switch, split up the team and set one member on the floor switch.

Switch to another member of the team and hop down to the area below. Locate the second floor switch on the ridge on the right and step on it to open the next gate. Just beyond the gate are more kunai traps.



The kunai traps fire in a special sequence. Wait for the three kunai to fire on the right, then streak

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down the left side. When the three kunai on the left fire, leap to the right. Move back and forth across the firing sequence as you dash forward and leap over the pit. Once past the kunai, flip the switch on the right and regroup with your friends.



Cross the next gate on the way to the map marker and take the next Tree Action Sequence. When you reach the other side, Kiba sniffs a change in your prey's pattern. They've split up! After some thought, Shikamaru splits up the team. Naruto is sent after the newest ninja while he sets off after another ninja. Before Kiba can set off, he smells something nearby.

It's Sakon!



Sakon is extremely aggressive. When the fight starts, he begins at full speed and immediately attacks with a flurry of blows. Block his attacks and hold your ground. If he lands the first few blows of a combo, leap out of the

way before he can finish it to keep from losing more health. Counter-attack with short combos to whittle his health, then back away before he can retaliate.

If he activates his Rage ability, stay away from him! Dash away from him as he approaches and stay evasive until his Rage fades. Once it does, fill your overdrive bar and unleash your own Rage! Lash out at the villain and empty his health bar completely.

Once you've proven your strength by depleting his health bar completely, Sakon steps back and gathers his strength. When he does, you transform Kiba into a clone of yourself. The odds are now in your favor!



When the fight resumes, use co-op attacks to put the hurt on Sakon. Bounce Sakon between you and your clone as you take huge chunks of health off his bar. If he activates his Curse Mark Jutsu, use Fang Over Fang to keep him on defense. Don't use your Rage ability this time; instead continue pummeling the two-faced creep to lower his health.

If he activates his Twin Demon Attack jutsu, dodge his crosshairs by rolling away from them at the last second. Dash away from both by either splitting them or running past. After making him miss, resume your co-op attacks.



As soon as the on-screen prompt to attack with Kiba and Akamaru appears, unleash Fang Over Fang and finish the fight!



Even though you've given everything you can, Akamaru falls by your side, critically injured! Meanwhile, your enemy stands only feet away in demon form! It looks like you've lost this battle and it may be your last. That is until a very unexpected ally arrives...



Awesome! Another 500 ryo and 275 Friendship Points! This time thanks to Kiba!

Shikamaru Versus Tayuya



While the rest of the team members have fallen trying to hold back the Sound Four, Shikamaru catches up to the final member, Tayuya. Much to his chagrin, Sasuke is nowhere to be found! It's just as

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Shikamaru thought, the new ninja set off with Sasuke while the rest of the Sound Four split up as a ruse!

No matter, Shikamaru must still stop Tayuya. As Shikamaru, begin the fight by taking a yellow power pill. Rush Tayuya and pound on her with quick combos like Rising Heel and Kunai Devastation. Using Kunai Devastation, you can blow her away and keep her at a distance.

Empty her health bar quickly to finish the first phase of the battle. During the second phase, take another yellow pill and build your overdrive charge. Use Shadow Strangulation Jutsu to squeeze huge chunks of health out of her. Once she activates her Curse Mark Jutsu, take a more defensive stance. Block her attacks and dash over her to get some distance. As time winds down, use Shadow Possession Jutsu to hold her in place. After you hold her at bay for 90 seconds, the fight comes to a close.



When Tayuya realizes you've held her off, she activates her second state! She calls on her three demon puppets and they bounce you around like a ping-pong ball! Just as she prepares to finish you off, a gust of wind knocks her away! A familiar ninja with a giant fan has arrived to help you in battle!



Woo hoo! Even more ryo and Friendship Points! Shikamaru's effort got us 750 ryo and 300 Friendship Points! Believe it!

A New Ninja...



As the only remaining member of Shikamaru's team, Naruto is still hot on the trail of the mysterious new ninja. As Naruto, finish the Tree Action Sequence and arrive at the forest. Follow the map marker through the forest and leap across the two floating platforms. On the other side of the river, turn right and break through the wall with Rasengan.

Beyond the wall is a bend in the river and more kunai traps! Time your dash jump over the river onto the stone at the center of the river so that you leap just as the kunai fly past you. Back up on the stone and carefully dash and jump again onto the other side of the river. When you land, you're met by another Jonin Ninja. Use Rasengan and Shadow Clone Jutsu to drop him quickly, then continue your search for Sasuke!

Make a sharp right turn around the bend and face the river again. This time, double jump across the stones, dodging the kunai traps as you go. Approach the ninja on the left guarding the stone with the spiral icon.



This Jonin Ninja is a bit tougher to take down. He's much jumpier than other ninja, so use lots of aerial kunai and aerial throws. Build up your overdrive bar and finish him with Rasengan and Shadow Clone Jutsu attacks. After defeating the ninja, break the stone wall behind him and dash to the next map marker. Stop by the traveling merchant and stock up on all medicine pills, then take the Tree Action Sequence to the next area.

When you arrive, you find a mysterious pale ninja waiting by a large cylinder. The ninja is Kimimaro, the leader of the Sound Ninja when they were the Sound Five. He's a swift fighter, so stay nimble and on the defensive when the fight starts.



At the start of battle, use health pills to replenish your health completely, then take a power pill. Bring up your block and endure Kimimaro's first few attacks. As soon as he's done, unleash your own combos like Clone Kick and Clone Smash. Quickly fill your overdrive bar and hit him with Rasengan. After laying into him with your most powerful jutsu, fill the overdrive bar to access your Rage ability. As soon as it's ready, unleash your Rage and overwhelm Kimimaro with a flurry of combos.

After you defeat Kimimaro, the cylinder explodes! Sasuke emerges from his cocoon and doesn't even turn around to acknowledge you! He gives a slight giggle then leaps away before you can talk him into returning to the village.



While you stand there and look on, confused at Sasuke's erratic behavior, Kimimaro sneaks up behind you with a bone blade!



The Return of Bushy Brow!



While Shikamaru and his team chase after the Sound Four and Sasuke, Rock Lee remained behind at the Hidden Leaf hospital to recover. He responded well to his ongoing treatment and was soon up and about, training once again. Still, in spite of his recovery, he continues to worry. Without news of Naruto and the rest of the Leaf Ninja, he begins to get restless.

Lee feels as if he could've gone on the mission if he were not so injured...

Reliving the Past

Mission Objective: Defeat Gaara

Reward: 500 ryo



While at the hospital, he recalls the fight that sent him there. As Rock Lee, fight off Gaara. Your speed should be too much for Gaara to handle, so overwhelm him with combos and dash around him as you pummel him from all sides. Use combos like Pummeling of Youth, then unleash your Eight Inner Gates to finish him off.

Even though you best him, the result is still the same. At the last minute, Gaara uses his Sand Coffin jutsu to crush you!



While you were reliving the past, Lady Hokage was outside your hospital bedroom discussing Shikamaru's mission. She mentions that she's so concerned about the mission that she called on the help of the Sand Village ninja! She even called on the help of Gaara! When you hear this, you decided to take action and leave the hospital!

Living for the Present

Mission Objective: Catch up to your friends

Reward: 500 ryo, 350 Friendship Points



Before setting off after your friends, stop by the merchant and fill up on health and chakra pills. After stocking up, follow the map marker to the village exit and take the Tree Action Sequence to

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the enemy camp. Rush across the map until you come upon a Jonin Ninja guarding the path ahead.

Either fight him or dash jump over him onto the platform behind him. If you fight him, quickly fill up your overdrive meter and activate your Eight Inner Gates ability. Overwhelm him with your speed and kick his butt with short, quick combos. Continue following the map marker until you cross the wooden bridge and come upon another Jonin. Take him down like you did the other, then dash across the map to the next Tree Action Sequence.



Dash through the Tree Action Sequence to the river crossing. At the river crossing, defeat the Jonin Ninja by the river, then dash jump onto the small rock at the middle of the river. Dash jump again to the other side of the river, then turn right and hop across the next few stones to the other riverbank.



Beat up the Jonin Ninja on the left, then dash toward the next Tree Action Sequence. Before storming across the treetops, stop by the traveling merchant

and refill on healing items if you need them. Once you've restocked, take the Tree Action Sequence to catch up to Naruto.

You arrive just in time to stop Kimimaro from slicing Naruto with his bone blade! You kick Kimimaro away and buy Naruto precious time to resume his chase after Sasuke.



Even though Kimimaro is fast, you're faster. Use Substitution Jutsu to get around his attacks and attack him from behind. After initiating a counterattack, follow up with combos and attack him from all sides. Fill up your Rage meter and immediately unleash it to pound away the rest of Kimimaro's health.

After you defeat Kimimaro once, he gets a second wind. Once again, use your speed to whittle away his health. When you do, he'll activate his second state!



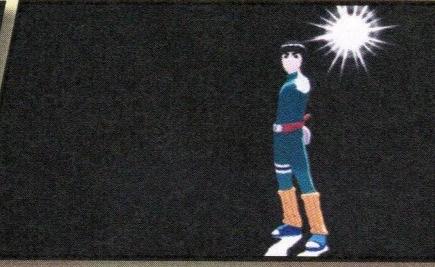
Fill up your Rage meter again and activate it to fend off Kimimaro while he's in his second state. When the on-screen prompt appears, use dash attacks and counter-attacks to hold Kimimaro at bay for 90 seconds until Naruto gets away!



After you hold off Kimimaro for 90 seconds, he finally gets the better of you! He wraps you up with his bone-like whip and drills you with his bone spike! Before he can finish you off, however, a sand spike rises from the ground and knocks Kimimaro off his feet! Gaara arrives ready for battle!



The Ultimate Showdown



Bushy Brow bought you just enough time to let you catch up to Sasuke. As Naruto, finish the Tree Action Sequence to arrive at a mysterious forest. This is your final battle, so use whatever Friendship Points you have left to augment your abilities one last time. After doing so, walk through the forest to confront Sasuke.

As you pass through the forest and into a pitch black cave, you can hear Sasuke giggling in the darkness. Still, the memories of all your friends move you to continue, to never give up. Follow the glimmer of light, passing by faint memories of your friends until you reach the end.

Sasuke Versus Naruto...Finally!

Mission Objective: Defeat Sasuke

Reward: 300 Friendship Points



When you finally reach Sasuke at the Valley of the End, he refuses to return to the Hidden Leaf Village. Even though you try to talk him out of becoming Orochimaru's vessel, he is blinded by his need for power! He refuses to return and instead rushes at you and attacks!

Sasuke is a fast fighter. He's not fast like Rock Lee, capable of moving around the arena quickly, but he's capable of stringing together lots of combos in a short time. Use aerial combos to keep him off the ground and quickly build up your overdrive meter.



Block his attacks and use Substitution Jutsu to get behind him. After sneaking up behind him, knock him away with Killer Combos, then follow up with Rasengan.



Continue fighting defensively to keep Sasuke from stringing together lots of combos, and charge your Rage ability. If Sasuke unleashes his Rage, do the same to combat his and keep from taking too much damage. Outlast Sasuke and whittle his health to less than 20 percent.

As you are about to defeat Sasuke, he activates his Sharingan and counters with one deafening blow!

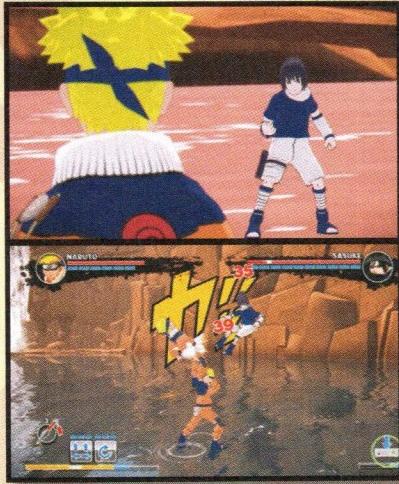


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He punches you so hard, he knocks you off the precipice you're fighting on and sends you falling to the water below. You're not done yet, though. He jumps down to join you. When he does, you ask him why he's doing this. If he considers you his best friend, then why fight? Like his brother Itachi, the only way Sasuke is going to acquire more power—like the Mangekyo Sharingan—is to destroy his best friend!



You don't understand his reasoning, but you made a promise. You're determined to take him back even if you have to break all of his bones to do it! This fight is far from over. Begin the second round of battle by attacking with several combos to fill your overdrive bar.

Just as before, block Sasuke's retaliations and counterattack with Substitution Jutsu and quick combos. If you fill your Rage meter, don't use it! You need the overdrive bar full to finish this phase of the fight.

Continue to pummel Sasuke until he activates his Sharingan. As soon as he does, activate your Shadow Clone Jutsu to confuse him and inflict major damage! Don't attack him with normal attacks while he has his Sharingan active, only use Shadow Clone Jutsu!



After you defeat Sasuke, he backs up and charges his Chidori. He streaks across the water and slams you with his special jutsu, knocking you across the lake. Unfortunately for him, the blow awakened the Nine-Tailed Fox Spirit inside you!

When the fight resumes, execute your combos and press the final button of each combo twice. The secondary blow inflicts even more damage! Overwhelm Sasuke with your speed, and connect with several Killer Combos. Once you've depleted his health to nearly 10 percent, Sasuke takes a punch to the face that sends him flying into the cliffside!

When Sasuke emerges from the rubble, he's made a transformation of his own. Curse Mark Sasuke has awoken!



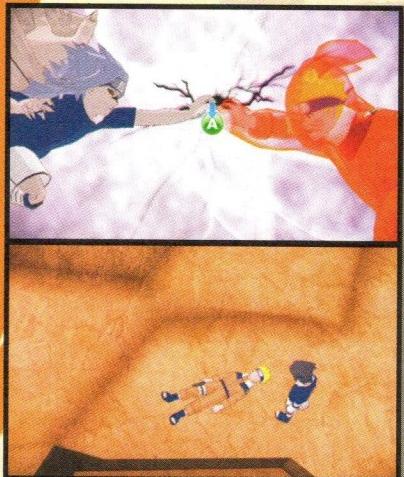
As soon as the fight begins anew, raise your block and deflect Sasuke's incoming attacks. He's much faster now, so use more blocks and match him blow for blow. Attack him with strong combos and knock him away every chance you get. The closer he is, the more capable he is of stringing together combos. Instead, knock him away and leap over his kunai attacks.



Unload on him with Rasengan attacks every chance you get. Allow your chakra to recharge to full while you pummel him with standard combos. After you deplete his health to less than 20 percent, Sasuke will attempt one final attack.



Watch for the on-screen prompt to appear and immediately activate a Rasengan attack while he charges his Chidori!



Rapidly tap **A** to focus your chakra, then match the button commands as they appear on the screen. When you do, you'll increase the intensity of your chakra at the point of impact. After locking your jutsu, you and Sasuke explode in a dazzling chakra burst!

In the end, Sasuke manages to knock you out. But he

does not kill you. He refuses to become like Itachi and determines to find power his own way. He leaves you passed out near the water, and Kakashi finds you shortly thereafter...

Epilogue



Three days after your mission to retrieve Sasuke, you wake up at the Hidden Leaf hospital. Even though Shikamaru's first mission was a failure, Lady Hokage insists that he learn from his mistakes and encourages him to continue being a shinobi. Meanwhile, you refuse to give up on Sasuke and decide to continue training.

When Jiraiya comes to your bedside, he brings bad news with him. The Akatsuki will come back for you again in three to four years. And even though you weren't able to bring Sasuke back, you delayed him long enough so that Orochimaru had to take another body. You bought Sasuke three years before Orochimaru can use him again...That's just long enough for you to train and become stronger.



Now that I've finished my Story mode missions, I'm free to roam around the Hidden Leaf Village and the surrounding countryside to train and complete side missions! I can even find all the remaining gold coins because they're marked on my map for me. Believe it!

Chapter 6: Naruto Gaiden



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Naruto Gaiden

Chapter 7

Delivery Missions

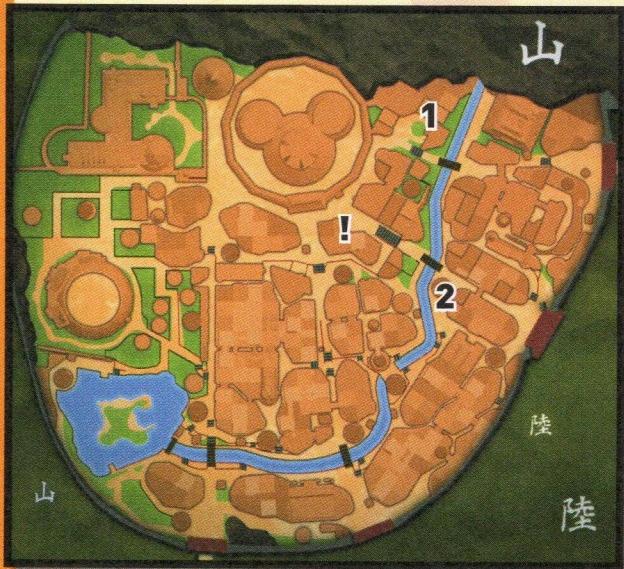
Delivery 1

Deliveries to Make: 2

Time Limit: 60 seconds

Mission Reward: 150 ryo, 50 Friendship Points

Both deliveries are on the ground level.



Delivery 2

Deliveries to Make: 2

Time Limit: 90 seconds

Mission Reward: 150 ryo, 50 Friendship Points

First delivery is on the ground floor. The second delivery is on a balcony halfway up a building.



Delivery 3

Deliveries to Make: 3

Time Limit: 144 seconds

Mission Reward: 150 ryo, 50 Friendship Points

The first delivery is on the ground floor. The second delivery is on a bridge connecting buildings. The third delivery is on the ground floor.



Delivery 4

Deliveries to Make: 3

Time Limit: 108 seconds

Mission Reward: 150 ryo, 75 Friendship Points

The first delivery is on the ground floor. The second delivery is on a balcony halfway up a building. The third delivery is on the ground floor.



Delivery 6

Deliveries to Make: 3

Time Limit: 108 seconds

Mission Reward: 150 ryo, 75 Friendship Points

The first delivery is high atop a tall cylindrical building. Wallrun up the building labeled on the map, then slide across the wire to make the delivery. The second and third deliveries are on the ground floor.



Delivery 5

Deliveries to Make: 3

Time Limit: 162 seconds

Mission Reward: 150 ryo, 75 Friendship Points

The first delivery is on the ground floor. The second delivery is high atop a cylindrical building. Wallrun up the building labeled in the map, then slide across the wire to the second delivery. The third delivery is on the ground floor.



Delivery 7

Deliveries to Make: 3

Time Limit: 162 seconds

Mission Reward: 150 ryo, 75 Friendship Points

The first delivery is on a rooftop. The second delivery is on the island in the southwest side of the village. Walk down the ramp labeled on the map and carefully walk across the water to get it. The third delivery is on a balcony high atop a purple building.



Delivery 8

Deliveries to Make: 3

Time Limit: 108 seconds

Mission Reward: 150 ryo, 75 Friendship Points

The first and second deliveries are on the ground floor. The third delivery is on a bridge connecting two rooftops.



Delivery 9

Deliveries to Make: 3

Time Limit: 144 seconds

Mission Reward: 150 ryo, 75 Friendship Points

The first and second deliveries are on the ground floor. While running from delivery one to delivery two, hug the river to save time. The third delivery is high atop the building left of the Hokage's office. To reach it, enter the side door to the Hokage's office, then leap across to the next building.



Races

Race 1

Difficulty: Easy

Highest Point: Two stories

Race Markers: 17

Race Reward: 150 ryo, 50 Friendship Points



This race is relatively easy. It stays on the ground level (no higher than one story on a building) nearly the entire time. After the fourth race marker, the route turns up onto a one-story rooftop for markers 5 and 6. After race marker 6, the route drops back to floor level until race markers 12 through 16.

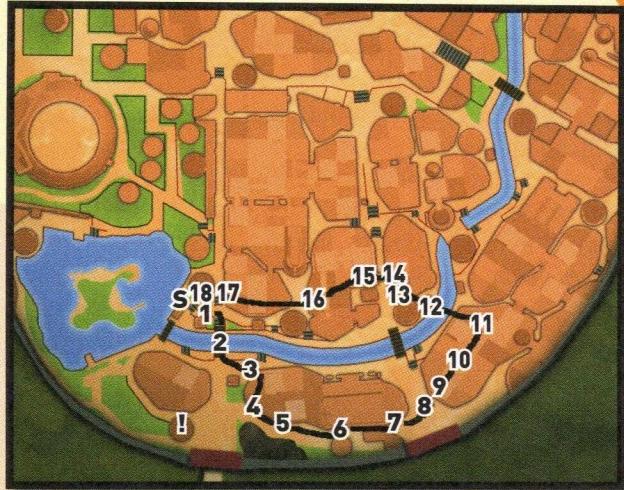
Race 2

Difficulty: Moderate

Highest Point: Four stories

Race Markers: 18

Race Reward: 150 ryo, 50 Friendship Points



For the most part, this race is also easy. The route goes up to two stories on markers 9 through 11. The hardest part of the race is leaping across the river immediately after race marker 11. If you miss, try a second time and aim to the small tuft of grass on the right of marker 12. After marker 13, wallrun up the blueish building to marker 14. At marker 16, wire slide to marker 17, then drop back down to finish the race.

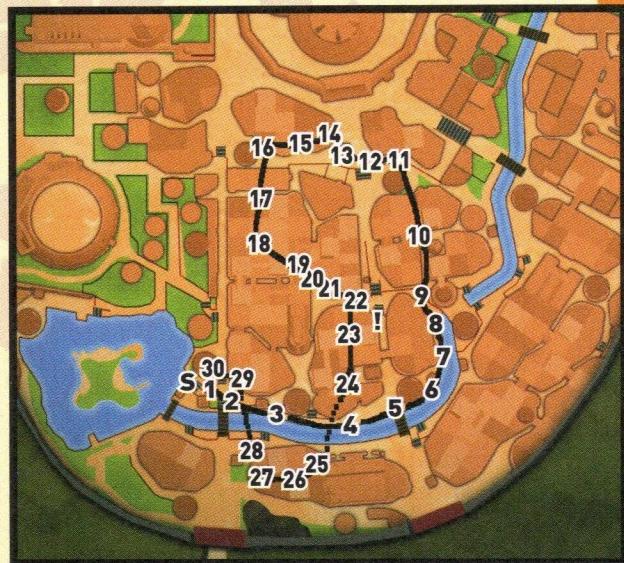
Race 3

Difficulty: Moderate

Highest Point: Four stories

Race Markers: 30

Race Reward: 150 ryo, 50 Friendship Points



The first leg of this race is easy, with the first 11 race markers all at ground level. At marker 16, you must leap from a balcony to a rooftop. If you miss, quickly wallrun up the building to reach marker 17. At race marker 19, wallrun up the blue building to reach marker 20. After dashing through marker 21, dash jump onto the building ahead and wallrun as you hit the wall. You must wire slide after markers 24 and 28.

Race 4

Difficulty: Moderate

Highest Point: Four stories

Race Markers: 33

Race Reward: 150 ryo, 75 Friendship Points



This race is relatively easy, save for a few key points where you must leap across the river. If you miss the jumps, you might as well start over. The leaps across the river after markers 7 and 10 increase the difficulty of this race to moderate. To clear the first leap across the river, after race marker 7, dash leap at full speed. If you must, stop and back up to get a running start. After race marker 10, make a sharp left turn and leap across the river, landing left of the two large barrels on the other side. Immediately upon landing, turn right and go through the next marker. After race marker 26, wallrun up the tall building, go up the spiral staircase, then wire slide to the next building. You must wire slide after markers 30 and 31.

Race 5

Difficulty: Hard

Highest Point: Three stories

Race Markers: 27

Race Reward: 150 ryo, 75 Friendship Points



This race requires more finesse than raw speed. After climbing up the wall at race marker 3, you must wire slide across the Hidden Leaf rooftops. Wire slide after markers 3, 5, 6, 7, 8, 10, and 15. Immediately after dash jumping into marker 12, dash jump onto the wall of the distant building. If you miss the ledge, wallrun up to marker 13. After marker 17, dash jump to the distant building and wallrun up it just as you hit the wall.

Race 6

Difficulty: Moderate

Highest Point: Four stories

Race Markers: 32

Race Reward: 150 ryo, 75 Friendship Points

After dashing around the edge of the village walls, wallrun up the building at race marker 4. Turn left after marker 5 and dash jump to the next tall building. If you overshoot the jump or fall short, run back to the building and wallrun back up where marker 4 was. Wire slide after markers 6, 8, and 9.

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From marker 11, dash jump onto the small water tower to get to marker 12. The next few markers are easy. At marker 19, make a sharp left, then leap across the river to land at the bend on the staircase on the other side. Immediately upon landing, turn right and pick up the trail of markers again. After dashing through marker 22, dash jump into the balcony. If you miss, wallrun up the side to grab markers 23 and 24. Wallrun after marker 27 to get to the top of the building, then wire slide across the river to reach the last few race markers.

Race 7

Difficulty: Moderate

Highest Point: Five plus stories

Race Markers: 43

Race Reward: 150 ryo, 75 Friendship Points



During the first nine race markers, use sprint and slide to ease around tight corners. At marker 12, carefully jump onto the wire and land on marker 13. When you do, you'll automatically slide to marker 14. Wire slide after markers 15 and 16, then hop down to the entrance of the Hokage's office. Sweep around to the left and take the side entrance to arrive at the top of her office. After going through markers 21 and 22, dash jump through marker 23 to land atop the gate of the Hokage's office. If you miss, dash back into the side entrance of her office and try again. Markers 25 through 35 are easy enough as long as you don't slow down. After marker 35, wall run up the building and wire slide after markers 36, 37, and 38.

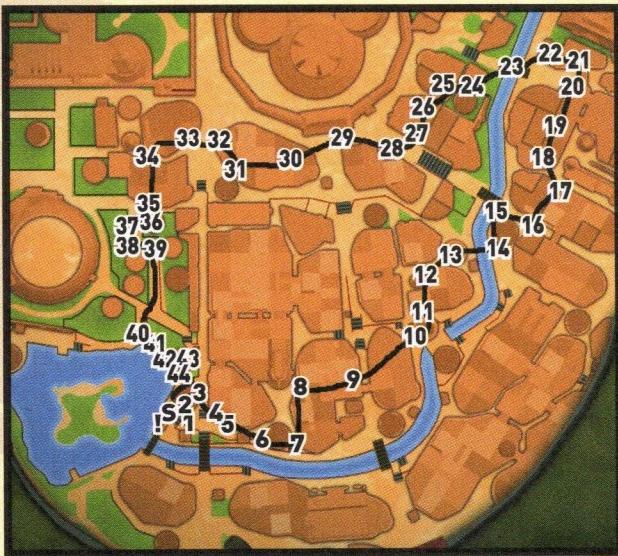
Race 8

Difficulty: Very hard

Highest Point: Four stories

Race Markers: 45

Race Reward: 150 ryo, 75 Friendship Points



This race begins immediately with a wallrun. Dash up the building on the left and make a sharp right turn as soon as you reach the top. Carefully leap through the first five markers, then dash jump onto the far building with the sixth marker. If you miss, wallrun back up the building you leapt from and try again. You cannot wallrun up to the sixth marker. Dash jump toward the seventh marker, then carefully run through the next two. Don't use sprint while running atop the roofs, if you slide or sprint too far, you risk falling all the way back



down. Wire slide after marker 9, then slow down. Carefully jump (don't double jump or dash jump) to grab marker 12. Once you've gotten marker 12, dash jump to the next water tower to grab marker 13. From marker 13, dash jump across the river to nab markers 14 and 15, then easily dash through the next few. When you reach markers 36 through 40, use sprint and slide around the corners.

Race 9

Difficulty: Very hard

Highest Point: Four stories

Race Markers: 50

Race Reward: 150 ryo, 75 Friendship Points



The final race is a good mix of all other races. It begins by adding a new twist—walking on water. The hardest part of the race is getting through the first few markers without falling into the water. After passing through markers 2 and 3, your chakra will begin to drop as you near the shore of the island. Tap **X** to walk on water and reach the fourth marker. After getting to marker 7, walk on water again to reach the other bank. The rest of the markers are relatively easy until number 20. When you reach it, wallrun up the building to get to the roof. From there, wire slide across marker 21 before jumping back down to markers 22 and 23. At marker 23, double jump to the wall on the right and wallrun up past marker 24. Grab number

25, wire slide to number 26, then dash jump to the distant building. As you hit the wall, immediately wallrun past marker 27 toward the roof. If you hit the floor, leap onto the small canopy and wallrun up the building. Dash jump to number 27, then carefully dash jump onto the wire on the right. As you slide, you pick up marker 28. At marker 35, get a running start to leap over the river. At marker 41, dash jump across the buildings to reach the distant rooftop and speed toward the last few markers.

Lovelorn Villagers

The following pages show the locations of all Lovelorn villagers. These villagers often walk around reading Jiraiya's *Make-Out Paradise* novels (the green books), silently weeping to themselves. When you come across these people, talk to them. If they mention "needing someone" or wanting to "meet that special person," execute your Sexy Jutsu to lift their spirits!

Cheering up Lovelorn villagers gives you 15 Friendship Points per villager. There are 35 lovesick people around the country.



The Lovelorn villagers inside the Hot Spring Resort tend to walk around a bit, so they might not always be in the exact position posted below, but they never leave town!



NARUTO GARDEN

Chapter 1

Chapter 2

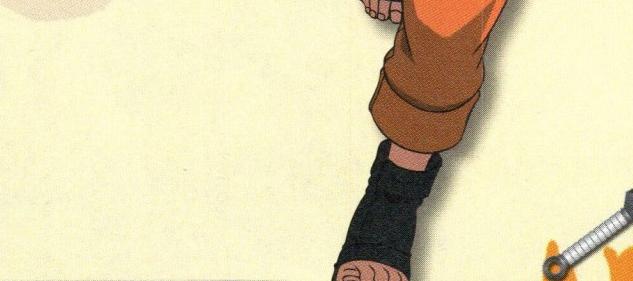
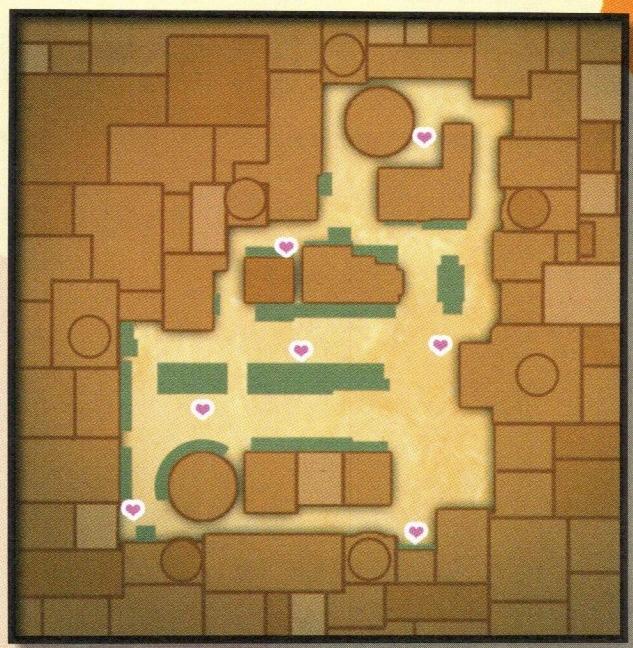
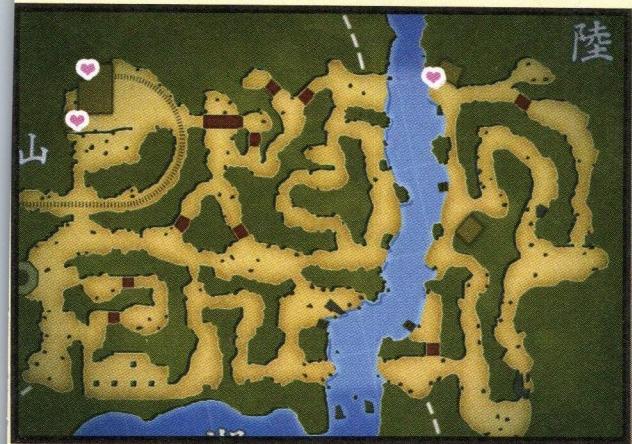
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Gold Coins



NARUTO GARDEN



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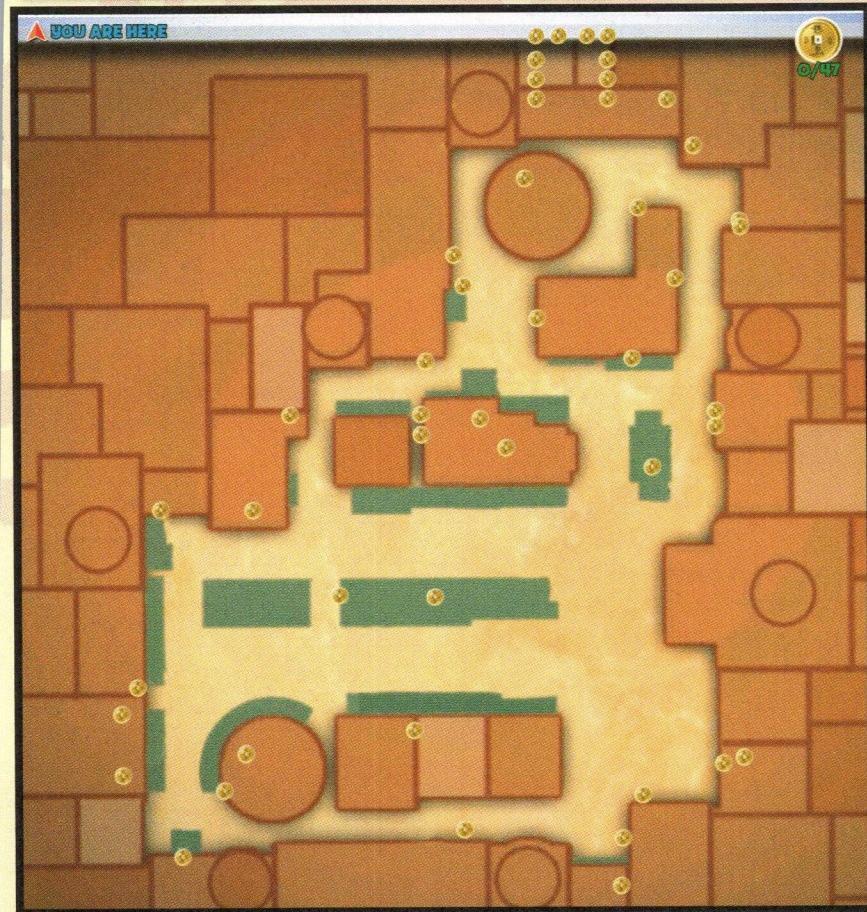
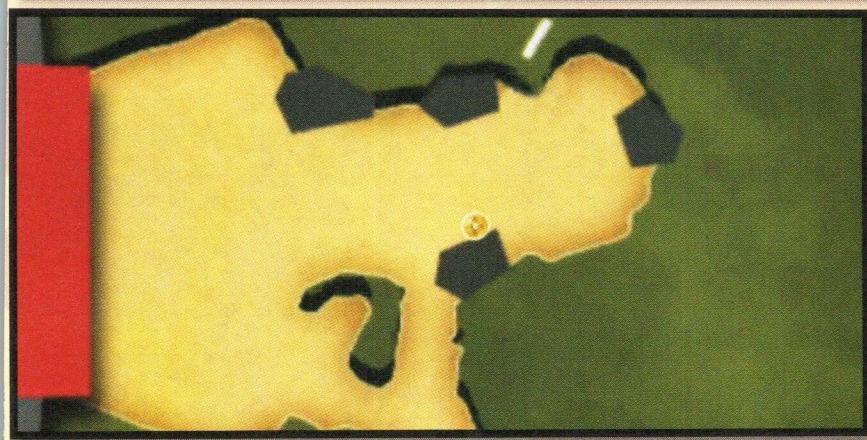
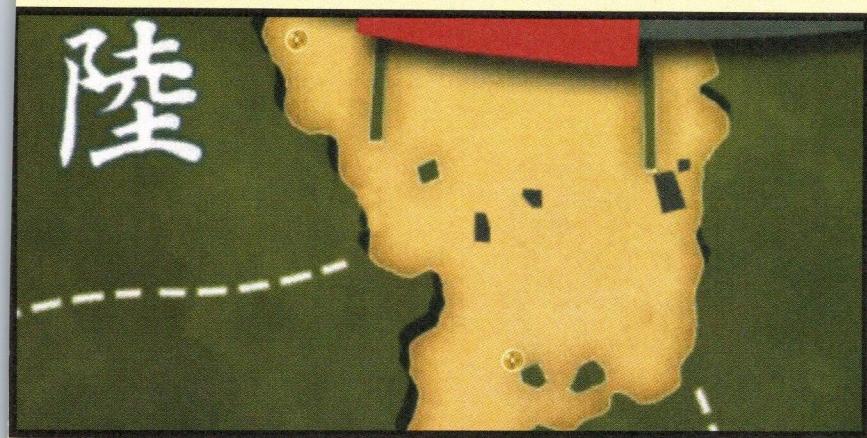
Chapter 7

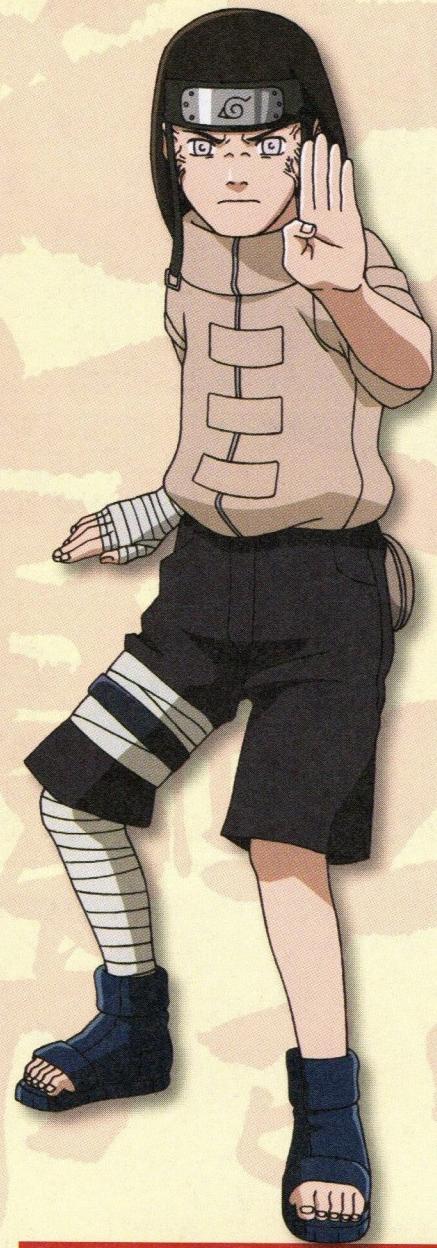


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Secret Character Scrolls

Scattered throughout the country are several character-specific ninja cards. Find them to acquire equipable scrolls and get special abilities! Here are the available ninja cards and their corresponding scrolls.

Ninja Card	Character	Scroll
Card 01	Haku	Freezing Kunai scroll
Card 02	Zabuza	Mist scroll
Card 03	Temari	Wind Master scroll
Card 04	Gaara	Sand Shield scroll
Card 05	Orochimaru	Snake Skin scroll
Card 06	Tsunade	Granny scroll
Card 07	Sarutobi	Way of the Third scroll
Card 08	Itachi	Rapid Eye scroll
Card 09	Kisame	Shark Skin scroll
Card 10	Curse Mark Sasuke	Fox scroll

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Fishing and Tree Action Sequence Locations

There are 23 different locations where you can kick back and cast the rod, and there are 18 spots to kick your feet up as you dash across the treetops! Master each fishing location to get 100 ryo and 35 Friendship Points!

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NARUTO
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Hide and Seek Missions

The following map shows the locations of the hidden paper bombs for all nine Hide and Seek missions.

Paper Bomb	Time Limit	Reward	Tip
1	106 seconds	150 ryo, 50 Friendship Points	None
2	108 seconds	150 ryo, 50 Friendship Points	None
3	84 seconds	150 ryo, 50 Friendship Points	None
4	84 seconds	150 ryo, 75 Friendship Points	None
5	120 seconds	150 ryo, 75 Friendship Points	Use the barrel on the side to jump atop the water tank.
6	96 seconds	150 ryo, 75 Friendship Points	None
7	180 seconds	150 ryo, 75 Friendship Points	Wire slide to the building from the arrow labeled on the map.
8	144 seconds	150 ryo, 75 Friendship Points	Climb the building to the northwest of the paper bomb, then jump across the water tanks to reach it.
9	216 seconds	150 ryo, 75 Friendship Points	Walk south across the water to the small island, then walk northeast across the water again into the dark cave.



Gathering Missions

The following maps show the locations of all crates for Gathering missions.

Gathering Mission	Items to Gather	Reward	Tip
1	4	150 ryo, 50 Friendship Points	None
2	4	150 ryo, 50 Friendship Points	Walk on water from the docks (see arrows on map).
3	5	150 ryo, 50 Friendship Points	None
4	5	150 ryo, 75 Friendship Points	Wire slide to number three (see arrow). Wallrun up the left wall, past the chain link fence to reach numbers four and five.
5	5	150 ryo, 75 Friendship Points	Wire slide from number one to number two.
6	5	150 ryo, 75 Friendship Points	Drop from the roof of the building to the ledge halfway up the building to get number four. Wallrun up the building to get number five.
7	5	150 ryo, 75 Friendship Points	Wire slide to get number three (see arrow). Number five is atop tall concrete fence.
8	5	150 ryo, 75 Friendship Points	Wire slide to get number one (see arrow). Wire slide to tall building, then dash jump to get number five (see arrows).
9	5	150 ryo, 75 Friendship Points	Hop atop the water tank, then dash jump to the second balcony of the building to get number one. Number three is on a ledge.

Mission 1



Mission 2



Mission 3



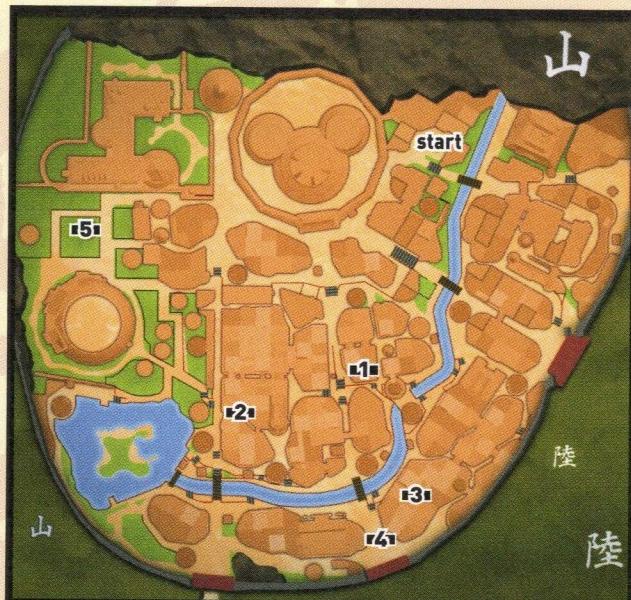
Mission 5



Mission 4



Mission 6



Mission 7



Mission 9



Mission 8



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Bounty Hunter Missions

The following maps show the location of all criminals for the Bounty Hunter missions.

Mission	Location Start	Enemies to Capture	Enemy Location	Map Marker Color	Reward
1	Tanzaku Town	2	Hot Spring Resort	Red	150 ryo, 75 Friendship Points
2	Tanzaku Town	2	Hot Spring Resort	Blue	150 ryo, 75 Friendship Points
3	Hot Spring Resort	3	Tanzaku Town Entrance	Black	250 ryo, 100 Friendship Points
4	Hot Sprint Resort	3	Temple Ruins	White	250 ryo, 100 Friendship Points
5	Tanzaku Town	3	Temple Ruins	Orange	250 ryo, 100 Friendship Points
6	Hidden Leaf Village	3	Temple Ruins	Pink	250 ryo, 100 Friendship Points
7	Hidden Leaf Village	3	Temple Ruins	Purple	350 ryo, 200 Friendship Points
8	Hidden Leaf Village	3	Hot Spring Resort	Green	350 ryo, 200 Friendship Points
9	Hidden Leaf Village	3	Enemy Camp	Grey	350 ryo, 200 Friendship Points
10	Hidden Leaf Village	3	Enemy Camp	Yellow	500 ryo, 250 Friendship Points

Hot Spring Resort



Tanzaku Town Entrance



Temple Ruins



Enemy Camp



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Chapter 7: The Secret Scrolls



Xbox 360

Achievements

Icon	Achievement	Description	Points
	The Last Stand	Keep Orochimaru from destroying the Leaf Village	20
	Pervy Sage	Arrive at the Hot Spring Resort with Jiraiya	20
	Brothers: Itachi Unlocked	Complete the Itachi fight	20
	Lone Shark: Kisame Unlocked	Survive the Kisame fight	20
	Mad Scientist: Kabuto Unlocked	Defeat Kabuto	20
	New Hokage: Tsunade Unlocked	Tsunade is the new Hokage	20
	Guy's Fan: Green Suit Unlocked	Complete Guy-sensei's quest	25
	Tortured Mind: Anbu Itachi Unlocked	Complete Sasuke's labyrinth	30
	Hell Twins: Sakon Unlocked	Defeat the Sound Four as Sasuke	20
	Rock and Roll: Jirobo Unlocked	Complete the fight against Jirobo	20
	Deadly Web: Kidomaru Unlocked	Defeat Kidomaru	20
	Twisted Music: Tayuya Unlocked	Complete the fight against Sakon	20
	That Special Someone: Temari Unlocked	Complete the fight against Tayuya	20
	Broken Bones: Kimimaro Unlocked	Complete the Naruto vs. Kimimaro fight	20
	Red Sand: Gaara Unlocked	Defeat Gaara	20
	Green Beast: Rock Lee Unlocked	Defeat Kimimaro as Rock Lee	20
	Nine Tails: Fox Naruto Unlocked	Transform into Fox Naruto	60
	Broken Bond: New Sasuke Unlocked	Complete the fight against Sasuke	35
	King of the Iron Fist	Win a fight using a Killer Combo	5
	Solo Champion	Win a tournament in solo mode	25
	Team Champion	Win a tournament in tag fighting	25
	Untouchable	Win a fight without losing any health	20
	Naruto's Creed	Complete all the Bounty Hunter missions	25
	Path of Darkness	Visit Sasuke's secret room	20
	Seed of Evil	Visit Orochimaru's secret lair	20
	Card Collector	Find all the ninja cards	40
	Delivery Boy	Complete all delivery missions with Shikamaru	10

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The Secret Scrolls

Icon	Achievement	Description	Points
	Fastest Ninja of the Land of Fire	Win all the gold medals in the Tree Action Sequences	15
	Fisherman	Win a gold medal in any fishing game	15
	Gifted Eye	Complete all Hide and Seek missions with Neji	15
	Gold Collector	Collect 50 percent of the gold coins	35
	Gold Digger	Collect all the gold coins	50
	Legendary Fisherman	Win all the fishing gold medals	25
	My Taijutsu Coach	Learn all the combos in the dojo	20
	Naruto Raving Ninja	Win all the gold medals in the Tanzaku festival games	25
	Pervy Nation	Make all the Lovelorn villagers happy by performing the Sexy Jutsu	20
	The Last Chip Is the Best	Complete all Gathering missions with Choji	20
	Top Dog	Complete all races with Kiba	20
	Way of the Tree	Win a gold medal in a Tree Action Sequence	20
	Academy Graduate	Reach the Graduate rank online	15
	Chunin	Reach the Chunin rank online	20
	Don't Be Shy	Play a match online	5
	Genin	Reach the Genin rank online	15
	Hokage	Reach the Hokage rank online	0
	Jonin	Reach the Jonin rank online	30
	Save the Trees	Win an online match without performing a substitution	15

Hidden Leaf Secrets

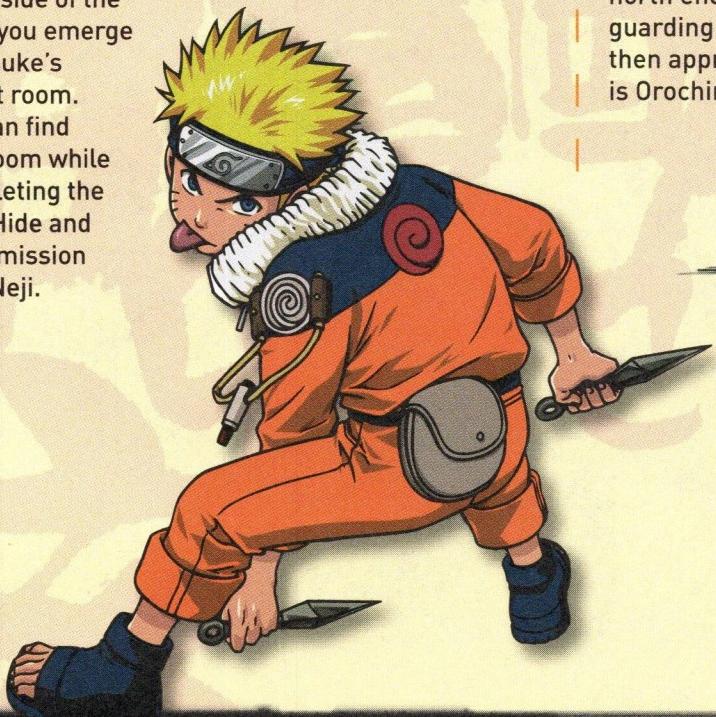
Sasuke's Secret Room



Orochimaru's Secret Lair



To get to Sasuke's secret room, walk on water to the island in the southwest of the Hidden Leaf Village. From the north end of the island, walk on water into the dark cave to the northeast. Once inside, hug the right wall and go into the pitch-black cave. On the other side of the cave, you emerge in Sasuke's secret room. You can find this room while completing the final Hide and Seek mission with Neji.



To find Orochimaru's secret lair, hop down to the northwest shore of the small island in the River Crossing area. Walk north across the water to the northwest corner of the map (see arrow on map). On the other side is a small ninja camp. At the north end of the small ninja camp, two ninja are guarding a large building. Defeat them in battle, then approach the doors they were guarding. Inside is Orochimaru's secret lair.



This is also the way to find Orochimaru's ninja card! Believe it!



NARUTO: the Broken Bond

Team Credits



Ahmadou Diarra
Alexandre Breault
Alexandre David
Alexandre Lahaise
Antoine Daudin
Antoine Guilbaud
Bertrand Helias
Bjorn Swenson
Ceri Young
Chaouky Garam
Chris Hendry
Christian Diaz
Christophe Martin
Christophe Morel
Christophe Rossignol
Cindy Ngan
Colin Graham
Daniel Bisson
Daniel Bordeleau
Danny Grondines
Dany Genest
Dany Joannette
Daran Nadra
Don Wang
Fabien Govini
Frédéric Lefrançois
Frédéric Rioux
Grégoire Yannick Dirat
Guillaume Espie-Segal
Guillaume Molle
Guillaume Plourde
Guillaume Ruest
Hadrien Grandry
Hayden Whiting
Jacques Alce Gabriel
Jay-Paul Singh Mann Chaput
Jean-François Dubois

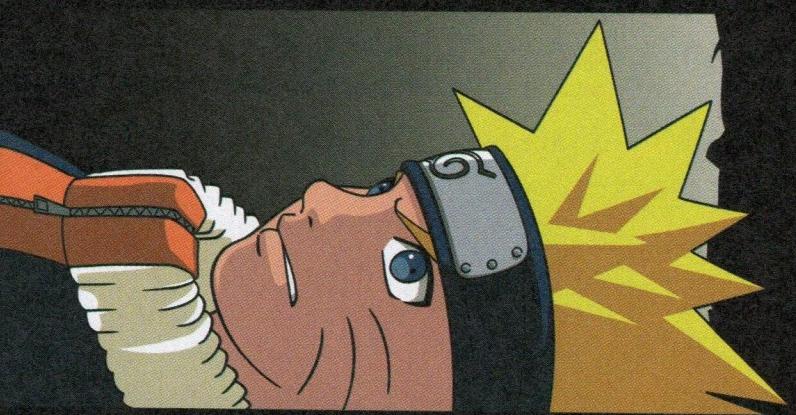
Jean-Philippe Harvey
Josée Lupien
Joshua Cook
Julien Lemaire
Justin Boily
Louis-Philippe Durand
Manuel Janneteau
Manuel Vallelunga
Martin Redmond
Martine Quesnel
Masao Kobayashi
Mathieu Jeanson
Maxime Deleris
Melanie Pouliot
Najd Salas
Nicolas Blanchard
Nicolas Monteilhet-Labossière
Nicolas St-Amour

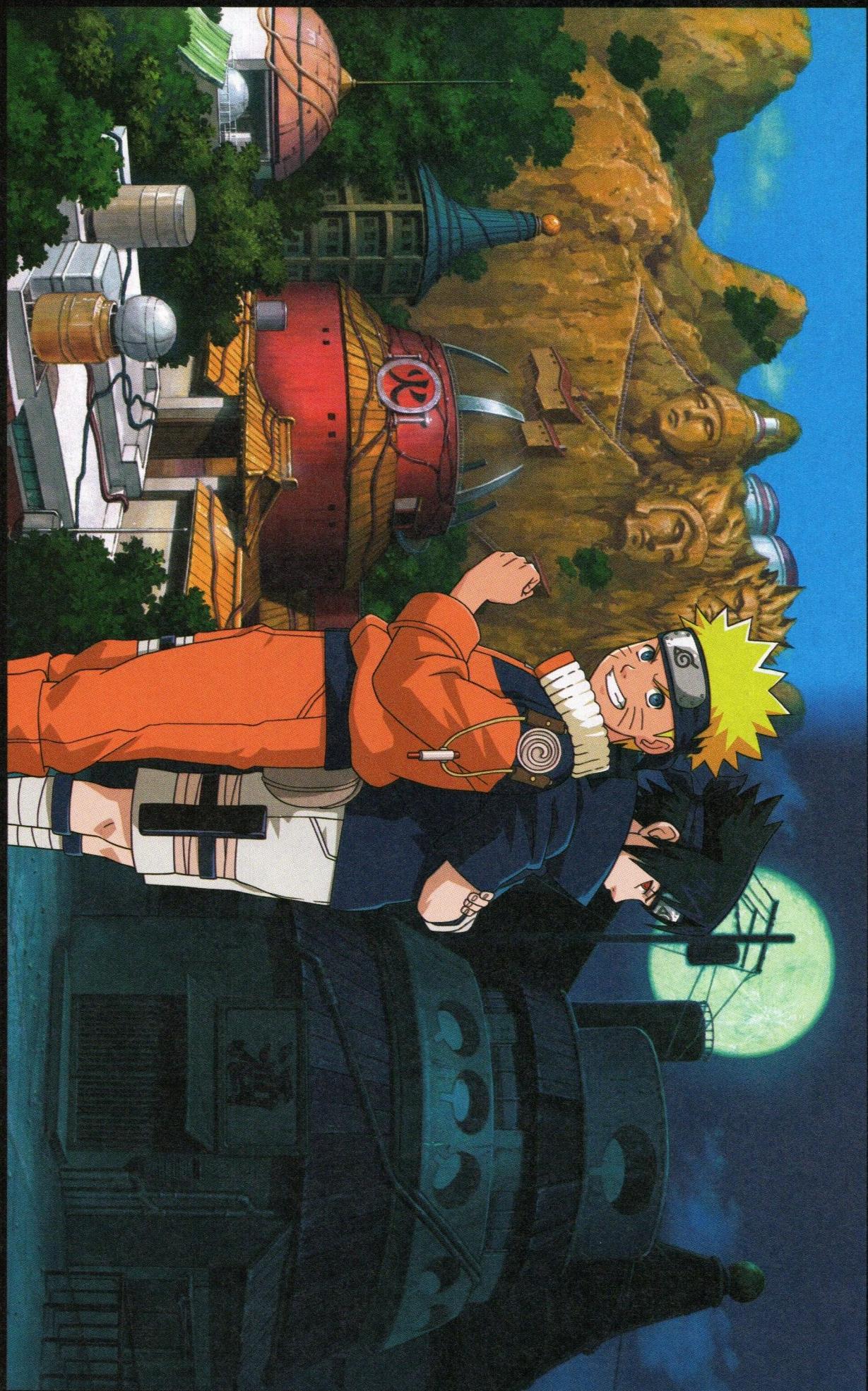
Olivier Caudrelier
Olivier Palmieri
Pascal Lavallières
Philippe Magnin-Robert
Richard Naoum
Richard Neron
Sébastien Bergeron
Sébastien Comte
Sebastien L'Heureux
Sébastien Michel
Sebastien St-Onge
Serge Doré
Sergio Quinzaños Robles
Simon Blais
Simon-Pierre Cloutier
Stéphane Cardin
Steven Shmuely
Suresh Bhat
Youssef El Aakouchi
Yves Romuald Mama Fouda















SHONEN JUMP
NARUTO
THE BROKEN BOND

PRIMA OFFICIAL GAME GUIDE



- collect all weapons + armor
- save the princess
- earn all the achievements
- unlock secret levels
- get to the "good" ending
- destroy the final boss
- get the highest score + chase

YOUR INSIDER'S GUIDE TO

PLAYING THE WHOLE GAME



Complete Codes &
Cheats Database



Free Mini Walkthroughs



Exclusive Free Stuff



Authors' Forums & Tips

SHONEN JUMP

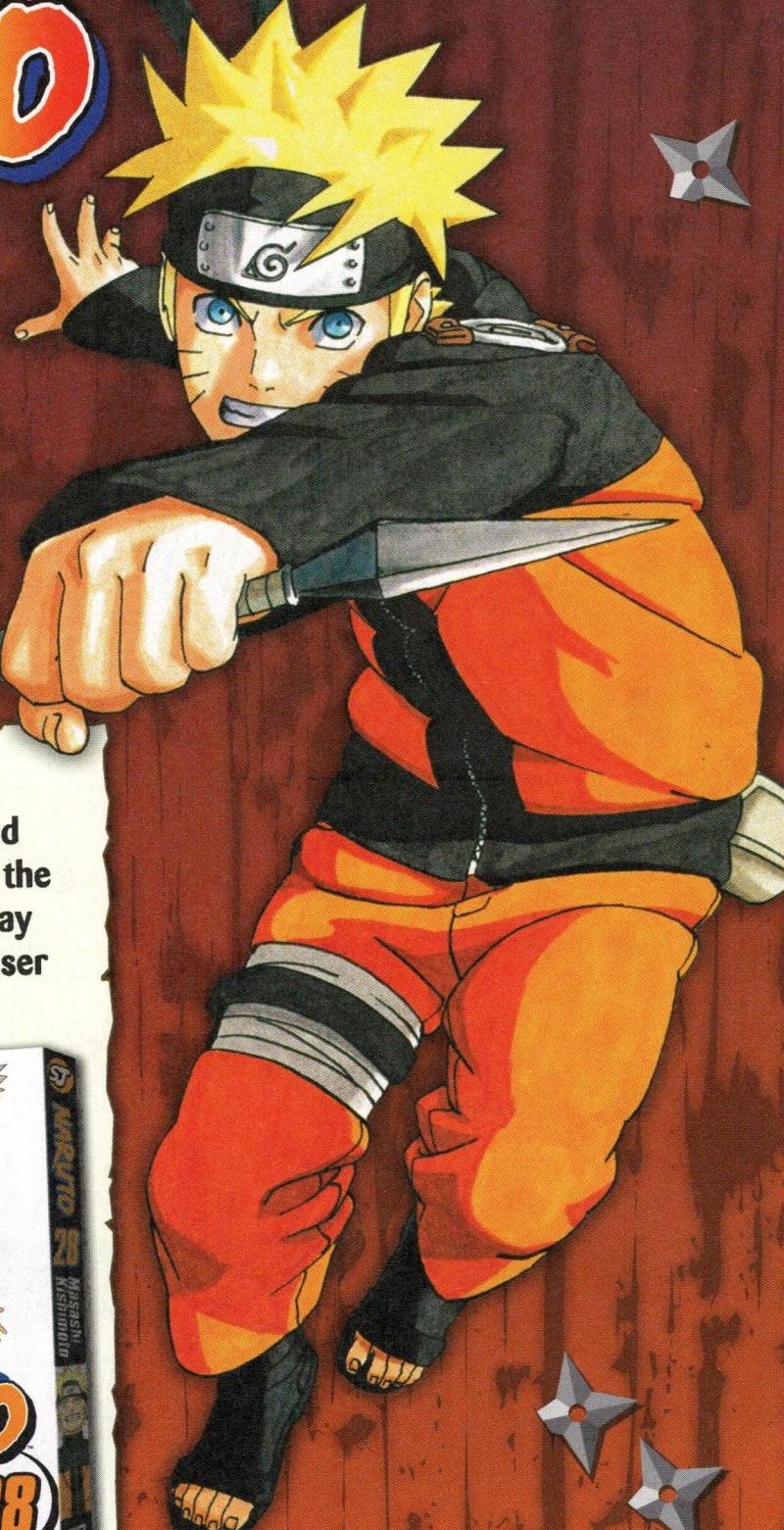
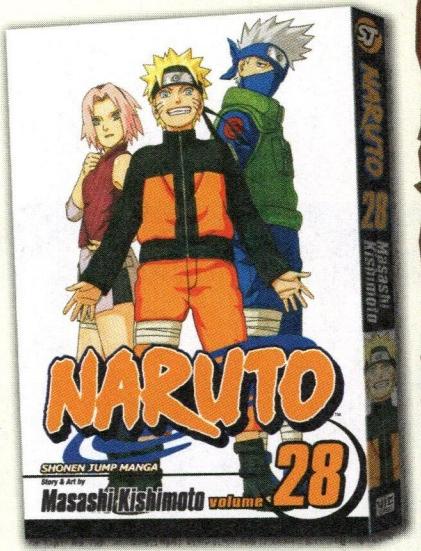
NARUTO

A NEW ERA HAS BEGUN

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